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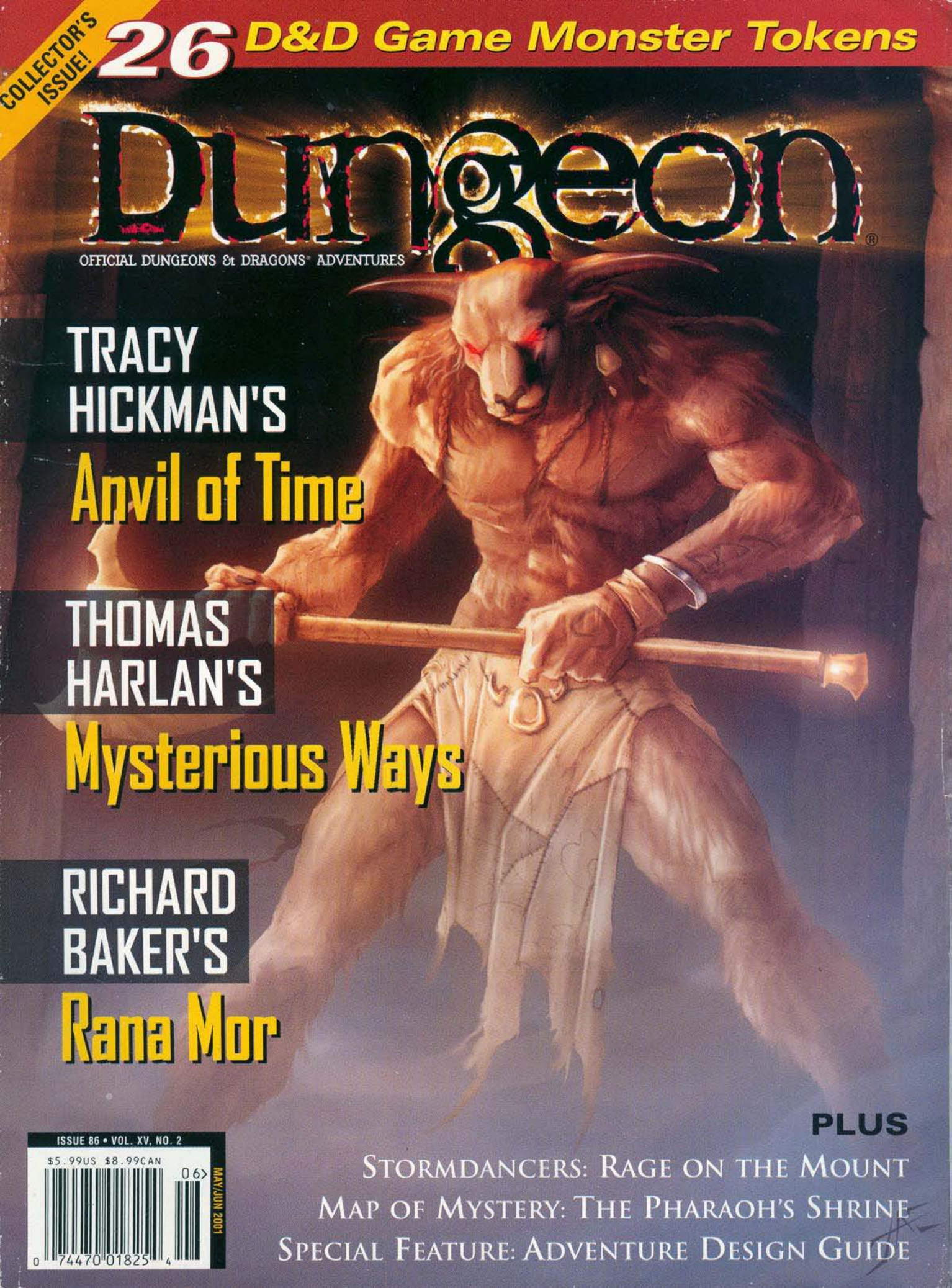

TRACY HICKMAN'S Anvil of Time

THOMAS HARLAN'S Mysterious Ways

RICHARD BAKER'S Rana Mor

PLUS

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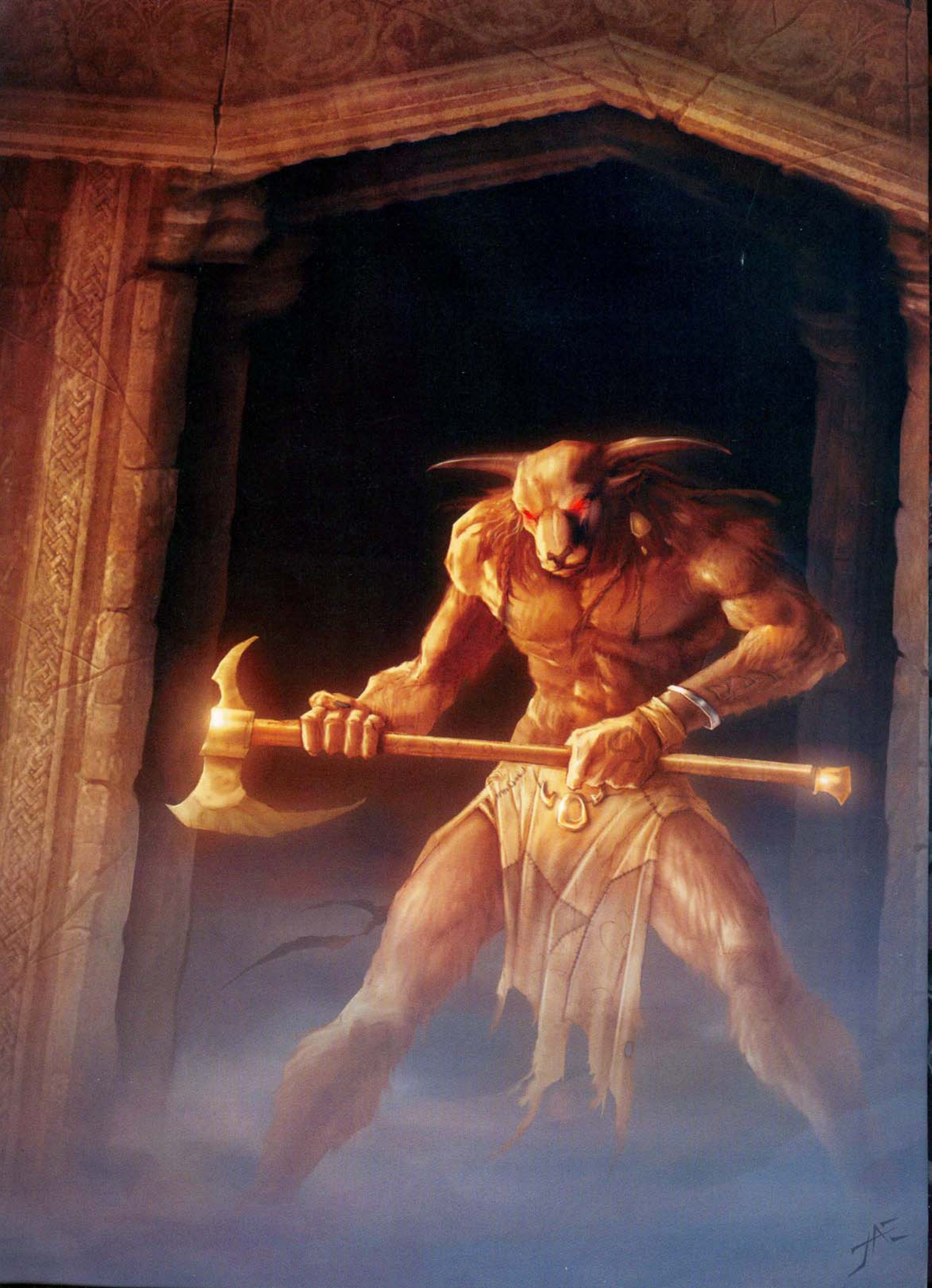

Dungeon®

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We are not now that strength which in old days
Moved earth and heaven; that which we are, we are;
One equal temper of heroic hearts,
Made weak by time and fate, but strong in will
To strive, to seek, to find, and not to yield.

–Alfred Lord Tennyson
Ulysses

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Escaping a temporal dungeon is a lot harder than navigating a maze. Jason A. Engle shows us a minotaur trapped in Tracy Hickman's "Anvil of Time."

Anvil of Time

A Blast from the Past

by Tracy Raye Hickman

artwork by Jason A. Engle • cartography by Christopher West • 3D designs by Tracy Hickman

"Anvil of Time" is a D&D adventure for four 5th-level player characters (PCs) or eight 3rd-level PCs set in Krynn, the world of the DRAGONLANCE® novels. The adventure can be set in any campaign, however, using the "Adapting the Adventure" notes in this scenario.

Monsters Non-Player Characters (NPCs) Objects Traps Treasure

Adventure Background

The Anvil of Time is a legendary place where the Time Bridge was originally forged. This device was said to allow the user to transport forward or backward through time. Now lost to the knowledge of men, the forge on which the device was created remains as much a mystery as the device itself. A place that touches on all ages and times in Krynn, it has often been the subject of many quests down through the millennia, coveted by wizards and dreamed of by scheming men.

Adventure Synopsis

A desperate survivor of an earlier, ill-fated expedition transports the PCs from their familiar surroundings to the Anvil of Time, an ancient complex where time travel devices were built millennia ago. The PCs will need to travel to two different time periods of the past to find and recover three green Transport Gems to make the Anvil of Time's exit portal functional again in their own time.

In each age, however, there are other forces at work with their own agendas, including some remarkable characters from history who will try to stop the PCs at all costs.

The PCs enter the Anvil of Time during the Age of Dragons (Fourth Age). Draconian forces and a sole surviving adventurer have also fallen into this trap and are searching for a way out. PCs must defeat the draconians while learning how to activate and use the Time Bridge.

In the Age of Might (Third Age), a young Lord Soth—zealot in the service of the Kingpriest—has come to rid the Anvil of evil wizards, including a young mage from the past named Fistandantilus. PCs must deal with Soth and the genocide he is committing here during the Edict of Thought Control near the end of the Age of Might.

Finally, during the Age of Light (Second Age), the PCs encounter a group of Silvanesti elves who have pursued a dragon into the complex. The dragon has taken quite a liking to a Transport Gem. Fortunately, a young knight named Huma has a new weapon for them to use—a *dragonlance!*

There are three additional Ages of Krynn which the PCs could theoretically use the Time Bridge to visit: the First Age and two additional ages in the future. To do so, however, would require the codes that activate and orient the Time Bridge. These codes are not available to the PCs during this adventure. However, that does not mean that the codes might not become available to them sometime in the future (as discussed in the "Further Adventures" section at the end of the module).

Beginning the Adventure

This adventure starts with the teleporting abduction of the PCs. This event can occur anywhere the PCs happen to be. It is important, however, that this encounter take place while the PCs are fully rested and prepared to adventure.

A man approaches you. His clothing might have once been finely tailored, but the weave is fraying slightly at the edges. His Van Dyke beard has been waiting too long to be trimmed. Even though the colors in his clothes have faded, his radiant and eager smile has not dimmed in the slightest.

"Greetings, good travelers! I am Harland Hightale, a wandering entertainment of epic proportions! For a mere pittance, I shall tell you a tale that will change your life forever! A tale that will lead you to riches! A tale that will lead you to glory and honor!"

Creatures (EL 3): The PCs have met a wandering bard named Harland Hightale—obviously a stage name. If pressed, he might grudgingly admit to the name of Harland Newt.

Harland (Newt) Hightale, Male Human Brd3: CR 3; Medium-Size Humanoid (5 ft. 9 in. tall); HD 3d6+3; hp 17; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (+2 Dex), 13 (with Dodge feat); Atk +5 melee (1d6+2/crit 18-20, masterwork rapier); SQ bardic music (see *Player's Handbook,* page 28); AL NG; SV Fort +2, Ref +7 (includes Lightning Reflexes feat), Will +2; Str 14, Dex 14, Con 13, Int 13, Wis 9, Cha 17.

DRAGONLANCE in Third Edition

Although often seen by some as a world of novels and stories, DRAGONLANCE began as a campaign setting designed for the ADVANCED DUNGEONS & DRAGONS game back in 1984. This adventure reintroduces D&D gamers to the possibilities of that magnificent world of Krynn.

Detailing the unique forces that make Krynn a living world would take a full rules book in and of itself and certainly is beyond the scope of a single adventure. Here are some basic and rough conversions that should work. Think of the details of this adventure as a rough sketch of Krynn being used for purposes of game play rather than definitive statistics.

Use the standard templates for dwarves, elves, and gnomes as found in the *Player's Handbook* and *Monster Manual* for their Krynn counterparts. The differences between Silvanesti Elves and Qualinesti Elves are important, but not so far as the statistics of this adventure are concerned.

There are no drow or halflings on Krynn. Kender, a race of curious and fearless folk unique to the DRAGONLANCE setting, are detailed at the end of the module.

DRAGONLANCE Overview

If you are new to the DRAGONLANCE setting, welcome to a universe of honor, epic battles, and the ultimate struggle between good and evil.

The glorious world that once was is no more. The towers and ideals of the Age of Might came to a terrible end with the Cataclysm. The gods, angry at the hubris of man, cast a mountain from the heavens and shattered the face of the world. Cities fell, oceans flooded into once fertile plains, and the gods turned their backs on the world.

That was over three hundred and fifty years ago. Only now are the elves, humans, dwarves, and kender of Krynn establishing a tenuous foothold of civilization on the broken continent of Ansalon. The world is healing but scarred, and each thinking creature looks back on the glory that once was and wonders at its loss. Worse still, an ancient scourge has returned: Dragons once more rain terror from the skies.

Steel Pieces: The Money of Krynn

While most D&D worlds use the gold piece as its standard currency, Krynn's coinage is more often minted in steel rather than gold. For game purposes, consider a steel piece (stp) equivalent to a gold piece, with all other coinage remaining the same as described in the *Player's Handbook* (page 96). All values for items, however, will be given in gold piece (gp) equivalents for clarity's sake.

Orders of Sorcery

The majority of wizards and sorcerers down through the ages of Krynn were participants in the Conclave of Wizards, aligning themselves with one of three orders of magic. These orders are represented by black, red, or white robes. The color roughly corresponds to a wizard's or sorcerer's alignment: black robes for evil, white robes for good, and red robes for neutral. There also exist renegade wizards and sorcerers who do not belong to a specific order, but they are rare in Krynn.

Krynn wizards and sorcerers are not required to declare their allegiance to one order of magic until they have attained the equivalent of 3rd level. At this time, Krynn wizards and sorcerers must pass the Test of High Sorcery, a specialized quest tailored to the individual wizard or sorcerer with often crippling results.

The details of the different orders of magic and the spells which are available to members of these orders are not important to this adventure. For now, simply restrict specialist wizards of a particular order to the following speciality schools of magic:

- **White-Robed Specialist Wizards:**
  Abjuration, Conjuration, Divination, Enchantment, Evocation.
- **Red-Robed Specialist Wizards:**
  Conjuration, Divination, Evocation, Illusion, Transmutation.
- **Black-Robed Specialist Wizards:**
  Divination, Enchantment, Evocation, Illusion, Necromancy.

Gods of Krynn

Krynn has its own pantheon of gods. A complete treatise on this subject is beyond the scope of this adventure. For purposes of play, however, use the following general equivalents for purposes of determining domain access and powers for PC and NPC clerics.

Paladine (god of good dragons)	Heironeous
Mishakal (goddess of healing)	Pelor
Majere (god of dreams and discipline)	Yondalla
Kiri-Jolith (god of justice)	St. Cuthbert
Habbakuk (god of the land and sea)	Pelor
Branchala (goddess of inspiration)	Fharlanghn
Solinari (goddess of good magic)	Boccob
Gilean (god of knowledge)	Corellon Larethian
Sirrion (god of fire)	Kord
Reorx, the Forge (god of smiths)	Moradin
Chislev (god of nature and beasts)	Obad-Hai
Zivilyn (god of wisdom)	Ehlonna
Shinare (god of wealth)	Garl Glittergold
Lunitari (goddess of neutral magic)	Boccob
Takhisis (goddess of evil dragons)	Hextor
Sargonnas (god of vengeance)	Gruumsh
Morgion (god of disease and decay)	Nerull
Chemosh (god of death and undeath)	Wee Jas
Zeboim (goddess of storms)	Erythnul
Hiddukel (god of lies and betrayals)	Olidammara
Nuitari (goddess of evil magic)	Boccob

Skills: Appraise +4, Bluff +5, Concentration +4, Diplomacy +9, Knowledge (arcana) +6, Knowledge (history) +7, Knowledge (religion) +5, Perform +6, Sense Motive +3. *Feats:* Dodge, Improved Initiative, Lightning Reflexes.

Spells (3/2): 0 (DC 13)—*ghost sound, light, prestidigitation;* 1st (DC 14)—*charm person, hypnotism.*

Possessions: Masterwork rapier, lute, 15 stp in pouch.

Harland's Tale

Harland is a complete coward, and under no circumstances will he accompany the PCs after the adventure is over. All he wants is to tell his tale and earn his meal for another day. He will ask for a silver piece each but, in truth, will take anything the PCs are willing to offer him. He insists, however, that he tell them a story . . . even if it is just one for free hoping that it leads them to purchase another one later.

Harland asks the PCs whether they want to hear a Tale of Battle or a Tale of Doom. If the PCs ask for a Tale of Battle, read the first boxed text. If they ask for a Tale of Doom, read the second boxed text.

> A tale of battle! I can see that you are one who appreciates a warrior, and this is an untold tale of one of the greatest warriors who ever lived! Every child knows the name of Huma Dragonsbane, the great warrior—the dragonslayer—who with his wizard companion, Magius, first discovered the mythic Dragonlance! But . . . there is an ancient tale that had never been told beyond the borders of the elven lands of Silvanesti, a tale of battle and glorious riches. For in those ancient days of the Age of Light, the elven warriors hunted the red dragon Magna—a terrible, enormous monster. Huma came to their aid and together they pursued that beast across the face of all Ansalon until they suddenly found themselves trapped along with that same dragon in the Anvil of Time . . .

> A tale of doom! You are wise indeed to learn from the past! There are many tales told of Lord Soth, the death knight of Dargaard Keep, the Knight of the Black Rose! In the days before the Cataclysm and the sundering of the world—back in the Age of Might—Lord Soth murdered his wife for the sake of an illegitimate heir. He lost his soul and with it fell an entire continent! But few there are who remember the tales before his fall, who knew that he and his knights were in the service of the Kingpriest of Istar and fought the wizards of the Black Robes in the very gates of the Anvil of Time . . .

As either of these tales reaches its midpoint, read or paraphrase the following to your players:

> In a flash, the bard suddenly recedes from you! It is as though you are falling through a tunnel of light!

The PCs have been abducted by a form of *teleport* spell and drawn through a magic portal into the Anvil of Time. The PCs fall out of the entrance portal into area 1 of the Fourth Age.

Into the Anvil of Time

The Anvil of Time is a temporal dungeon that exists in many time periods. To escape its confines, the PCs must master the device that allows it to shift through time.

Temporal Dungeon Features

The contents and inhabitants of the dungeon change depending on the age the PCs are in. For this reason, the descriptions you use should have a different flavor from epoch to epoch. Use the following as a guide to color your descriptions of the locations in each era.

Age of Dragons (Fourth Age): Wooden items originally found here show many cracks and deterioration. Murals on the walls have almost completely faded with time. A thick layer of dust covers everything. Some cobwebs can be seen in most corners. All areas of the dungeon, with the exception of areas **16**, **22**, and **34**, are dark. PCs without darkvision must provide their own light sources to see in this age.

Age of Might (Third Age): Wooden items originally found here show some cracks and deterioration but are still standing. Any murals on the walls are discolored. There are signs everywhere that an effort is underway to clean up the dust and items in the dungeon. There is a 10% chance that any area entered will have a broom, bucket with dirty water, scrub brush, or mop in it. There are few cobwebs. All areas of the dungeon are illuminated in this age.

Age of Light (Second Age): Items are in reasonable repair but covered in dust. The floors are also covered in a thin layer of dust. Any murals on the walls are showing signs of deterioration as well, their colors slightly dull. All areas of the dungeon except area **24** will be dark. PCs without darkvision will need to provide their own light sources to see in this age.

All rooms unless otherwise noted have 10-foot-tall ceilings. The walls are all constructed of stone masonry of excellent workmanship.

Age of Dragons (Fourth Age)

All PCs, regardless of their skills, know the following information about the Fourth Age of Krynn:

The Fourth Age was known as the Age of Dragons. The old civilizations of the Age of Might all fell in a single night when a meteor struck the heart of the central city of Istar and changed the face of the continent of Ansalon forever. After nearly three and a half centuries, the world is only now starting to rebuild. However, since the Cataclysm (as history records it) new dangers threaten Krynn. Dragons, once thought banished from the world, now terrorize the populace and new, evil creatures—draconians—are stalking the land.

1. Entry.

> You stand in a magnificent circular room. The domed ceiling overhead is covered in faded murals. A 15-foot-diameter fountain filled with black, foul-smelling water dominates the center of the room.
>
> The glowing portal that brought you here now stands behind you: a tarnished brass oval ring 15 feet tall and 10 feet wide mounted into a low pedestal of stone. Through the oval ring you can see the figure of Harland Hightale, frozen in mid-tale. On the opposite side of the room stands a second brass oval, its portal dark and closed.
>
> A flight of stairs leads up to a nondescript metal door. The staircase itself is badly cracked and damaged. An arch made from the bones of a dragon spans the foot of the stairs. The dragon's skull, mounted at the archway's highest point, looks down on you from dead black sockets.

Adapting the Adventure

While Krynn is a wonderfully rich world filled with history to explore in all its ages, you might wish to use this adventure in your own campaign setting. Fortunately, this is easily done.

First, you should assign two eras in your world's past history for the adventurers to visit in addition to the period of history the PCs are currently in. It is important that you provide them with or use an already established background mythology for your setting so that the encounters will resonate with history. While in theory the Time Bridge can be set to any particular time period—past or future—this adventure is created to take the PCs only into the historic past of their world.

Secondly, once you have your history set up, you will need to change some of the main characters that appear in the adventure, as follows:

Age of Dragons (Fourth Age): Change all draconians to a clan-creature type appearing in your world's current period of time with a CR commensurate with your PCs' abilities.

Age of Might (Third Age): Change the Solamnic Knights to another order of knighthood in your world's past. You will need two mythic NPCs specific to your world for this age. Soth is a tragic knight who later would turn to evil. Fistandantilus was a notorious wizard corrupted to the point where he unnaturally prolonged his life through magic. Your world's mythic NPCs should reflect these same archetypes.

Age of Light (Second Age): The red dragon, Magna, is the main antagonist of this age of adventure and can remain unchanged in your world. This age also features two mythic NPCs. Huma was a legendary dragonslaying knight in the Age of Light who used a renowned dragonslaying weapon called a dragonlance. Magius was his "Merlin" companion in that time. Dragonorbs were devices that could, when properly controlled, summon a dragon irresistibly to them. You should craft similar backgrounds and properties for mythic NPCs and devices that fit more appropriately in your own world's history.

Scaling the Adventure

"Anvil of Time" features a mixture of Tailored and Status Quo encounters (see page 100 of the *Dungeon Master's Guide* for details on these encounter types). Many of the Status Quo encounters are beyond the capabilities of the party, which requires that they find and secure the cooperation of other NPCs in some age locations to succeed. For Tailored encounters, use the Encounter Level (EL) to adjust the encounters for your PCs' strength and abilities.

Age of Dragons (Fourth Age): You might wish to adjust the number of creatures encountered to tailor the Encounter Level of encounters for your PCs. In general, no encounter should have an EL that's 4 higher or lower than the party's average level. There are no Status Quo encounters in this age.

Age of Might (Third Age): Encounters with mythic NPCs are Status Quo encounters; however, the adventure has been designed so that these encounters are not automatically life threatening. Soth will attempt to capture the PCs rather than destroy them. Fistandantilus is not the actual wizard himself but a much-reduced *simulacrum* of the original, making the encounter more manageable. If your PCs are of a lower level, you might have the more powerful NPCs concentrate more on the war between the NPC wizards and NPC knights than on the PCs themselves. If your party of PCs can handle a substantially higher Encounter Level (EL), you might wish to make Soth more aggressive in his approach and substitute the real Fistandantilus for the *simulacrum*.

Age of Light (Second Age): Encounters with the mythic NPCs, specifically Huma, Magius, and the dragon Magna, are Status Quo encounters. The dragon is the featured encounter of this level and should require the PCs get the help of NPCs to defeat it. If the PCs are of higher level, you can reduce the number of NPCs available to help them. If substantially higher, you can increase Magna's age category and its abilities (as noted in the *Monster Manual*).

This is the main entrance to the Anvil of Time complex. These portals are one-way only. PCs enter this area through the west portal but will have to find a way to activate the east portal before they will be able to escape.

The stagnant water in the fountain is foul but not especially harmful. The dragon-bone arch likewise poses no threat.

Arrow slits on either side of the stairs look into this room from areas 5 and 18.

2. Temple.

The marble floor of the room is littered with debris. Three pairs of pillars once graced this hall, but the southeastern-most pillar has toppled, bringing with it a portion of the east wall. A room beyond the rubble and a second floor room above it now lay exposed to view.

At the north end of the hall, a scarred statue of a woman stands 20 feet tall, its bent head brushing against the loaf-shaped ceiling, its hands outstretched.

Doors open to the south and east.

The hands of the north statue are cupped. Bevels in the palms—a setting for a large gem, perhaps—suggest that the statue once held something valuable or important.

The statue itself is a secret door that swings into the room and leads to area 33A (a Winch Adjustment Room). A second secret door along the west wall leads to area 3. A successful Search check (DC 15) is needed to spot either door.

The fallen section of wall on the south end of the east wall exposes both a ragged entrance into area 18 and, above it, area 24 on Level Two. PCs who wish to climb up to area 24 must succeed at a Climb check (DC 20). The hole in the wall is made during the Second Age (Age of Light).

3. Corridor. A bronze, patina-covered statue of an ancient warrior stands in an alcove at the T-shaped intersection.

PCs who make a successful Listen check (DC 10) hear the draconians in area 6 breaking furniture and cursing.

4. Armory. Broken wooden racks, devoid of weapons, sag toward the floor. These racks once held magnificent weapons, which can be found in the Second Age (Age of Light).

5. West Guard Room. Bones lay scattered across the floor, bound in the semblance of their once human forms by the faded scraps of black cloth holding them together. A great battle took place here. PCs with Knowledge (arcana) can make a skill check (DC 15) to realize that the scraps of cloth were once black wizards' robes.

Arrow slits in this room look out into area 1.

6. Captain's Post.

Four hulking figures are savagely breaking up the rotting desk and wooden bench in this room in a desperate search for treasure.

Creatures (EL 4): These draconians are so preoccupied that their Listen checks to notice PCs entering the room suffer a -8 penalty. The draconians carry the **Treasure.**

Draconians, Baaz (4): hp 13 each; see the end of the adventure for complete statistics.

Treasure: Searching the remains of the draconians yields 300 gp, a sapphire pendant on a gold chain (1,400 gp), and a golden circlet with four aquamarines (4,000 gp). A set of small jewel chests lay broken on the ground. The rage initially displayed by the draconians was at their discovery that the chests were empty.

7. Barracks.

Thick cobwebs cover the west end of the room. The scattered bones of several humans can barely be discerned among the rotted cots that lie collapsed against the walls.

Treasure: There are several pieces of worthless and broken armor scattered between the bunks in the area: One rusted and cracked helmet with a broken minotaur horn, a rotted leather breastplate with the vague image of a griffon carved on the front, and the rusted head of a warhammer.

8. Captain's Quarters.

This room is thick with cobwebs. The furniture in the room has long since fallen to dust.

Lurking among the webs are the **Creatures.**

Creatures (EL 3): Six small monstrous spiders hide in the webs. Detecting the spiders before they strike requires a successful Spot check opposed by the spiders' Hide checks.

Small Monstrous Spiders (6): hp 4 each; see *Monster Manual* 210 (vermin).

9. Rear Hall. The hallway begins with a door on the south end from area **6**, turns east, and then ends at a door to area 13. Three side doors in the hall lead to areas **10**, **11**, and **12**.

10. Headmaster's Cell. A shattered bed and desk are all that remain in this area. PCs who make a successful Search check (DC 15) discover a large, gnawed bone under the bed.

11. Privy. This ancient latrine still stinks thanks to its current occupants. The ghouls in this area are clawing at each other. PCs who make a successful Intelligence check (DC 15) note that the undead creatures appear to be fighting over something down the latrine.

Creatures (EL 4): Once adventurers, these creatures were trapped ages ago in the Anvil and fell to eating others to survive. The ghouls cease their bickering the moment they notice the PCs and attack immediately.

Ghouls (4): hp 13 each; see *Monster Manual* 97.

Treasure: The arm of a human corpse has fallen in the privy. Its clenched hand holds a pouch containing a Temporal Code (see "Temporal Code Table") and 53 pp.

12. Acolytes' Cell. Broken bunks on each side of the room have fallen down and collapsed. The room is otherwise empty.

13. Ward Room. A round table sits in the center of the area, the top warped and leaning to one side. Doors to the east lead to the kitchen (area **14**). The door to the west leads to area **9**. To the north, an arched opening leads to the base of a circular staircase winding its way up through the upper two levels of the complex (areas **21** and **26** respectively).

14. Kitchen. A massive, dust-covered preparation table stands against the south wall. A large fireplace is located on the western end of the north wall. Next to it, a door leads to area **33B**. A door leading to area **20** marks the east wall.

15. Throne Room. Have the PCs make a Listen check upon entering this room to detect the **Creatures** within. The DC for the check is equal to the **Creatures'** worst Move Silently check.

A stone throne stands against the north wall. Scratch marks cut into recesses where gems once lay. The ancient, headless bones of a 7-foot-tall humanoid skeleton sit broken on the throne. In one corner sits the remains of a great, shattered skull. Dust hangs thick in the air, making it difficult to see.

If the PCs enter this room from area **2**, the dust obscures their view of the draconians trying to break down the eastern door to area **16**. The dust in the area affords one-quarter concealment (10% miss chance). Creatures within 5 feet of each other are not concealed.

Creatures (EL 5): The draconians turn and attack the PCs once they notice them.

Draconians, Baaz (5): hp 13 each; see the end of the adventure for complete statistics.

Treasure: The draconians carry a total of 500 gp.

16. Crystal Globe. The west and north doors are locked. PCs must break down the doors to gain entry. The west door has already been weakened by the draconians in area **15**.

Wooden Door: 2 in. thick; Hardness 5; hp 30 (west door has 10 hp remaining); Break (DC 20).

A massive table sits in the center of this octagonal room. A staircase rises up through the eastern wall, doubling back to the railed balcony that circles the tall room overhead. A glowing green globe suspended from the ceiling dimly lights the room. Most prominently, a massive crystal globe nearly 5 feet in diameter is set into the center of a table. The large globe is supported by a wooden oak ring atop six strong claw-footed legs. An ornate, golden ring covered in ancient

symbols holds the globe in place. On the north side of the table, three metal wheels are mounted below three sets of numbered drums. To the left of these, three red crystals rest in their mounting holes. Two of them are glowing, but the third is cracked and smoking. To the right of the wheels and drums are three more mountings of identical size but devoid of any crystals.

A lone man, his haggard face drawn with fright, stands on the far side of the table. He looks up, a sudden grin splitting his gaunt face.

In the center of this area is the Crystal Globe Teleport, a wondrous device that when complete and properly tuned can magically transport individuals into the entry portal or out of the exit portal in area 1. When the PCs first enter the area, there are pieces missing or broken on the device. Only by repairing the device can the PCs leave the Anvil of Time and complete the adventure.

When the PCs first encounter this device during the Fourth Age, the numbered drums (see the diagram below) display the numbers 243-579-144. In any other age, the combination is set at 111-111-111. A smoky, still image of the PCs listening to Harlan Hightale in the moment before they appeared here floats inside the large crystal sphere.

PCs who make a successful Knowledge (arcana) check (DC 20) can decipher the ancient symbols on the device and understand clearly how it operates, as described below. They can also discover how it works through experimentation.

The crystal globe device powers and directs the teleport portals in area 1. Red transport gems on the left of the control wheels power the entrance portal—now useless, as one of the red crystals broke while transporting the PCs. Green transport gems—which are missing—power the exit teleport in area 1. The numbers on the device are normally set to 111-111-111 and automatically return to those numbers if the controls are not changed within seven days of their last use. When set to 111-111-111, the teleport occurs on a circular platform in the Temple of Time located in the heart of what is now called the City of Lost Names. Most of the monsters and NPCs found in the Anvil of Time entered it by falling through the teleport at this default location.

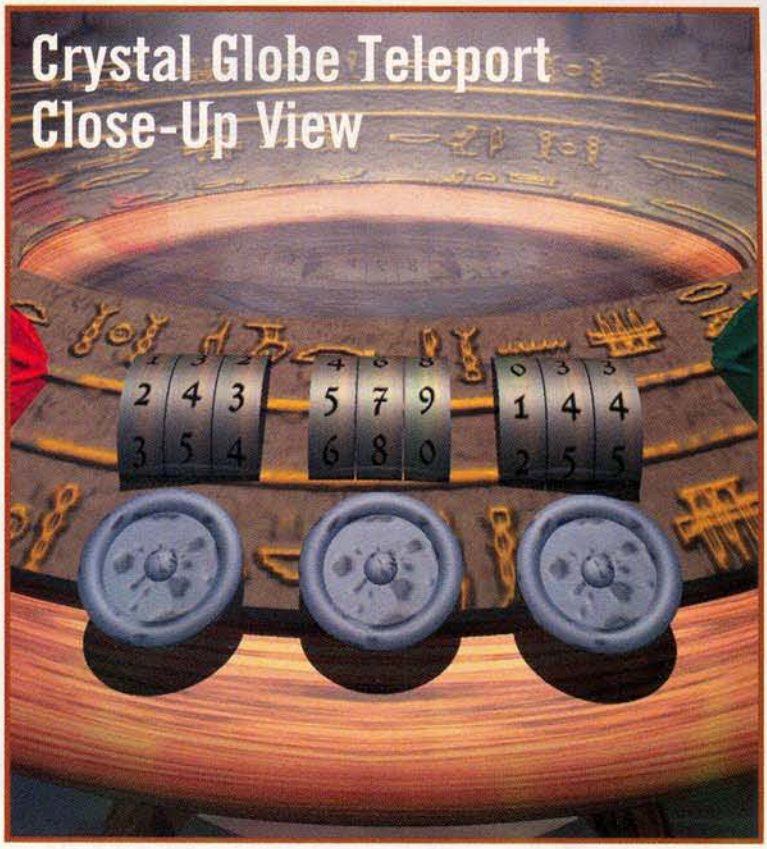
Turning the three iron wheels increases or decreases the three numbers above it, tuning the crystals to a specific time and place within the current age. The device requires very specific tuning, however, and finding a valid teleport code randomly is, for purposes of this adventure, impossible. When all three sets of numbers are set to a valid time and place, the target location is shown in the crystal globe and the teleport portal opens at that location. Anyone in the target location is then drawn through the entry portal and deposited in area 1. Anyone stepping through the exit portal in area 1 is transported to the specified location. When the device has not been specifically directed to a location for more than a day, the clockwork in the device resets its indicated numbers to 111-111-111, which (in the Fourth Age) is a location in the midst of the ruins now called the City of Lost Names.

Crystal Globe Teleport (Area 16)

To complete this adventure, the PCs must recover all three green transport gems and use them to activate the exit portal in area 1. (See "Concluding the Adventure" for details.) Green transport gems can be found in the complex only during the Age of Might—either in area 11 or in area 19—or during the Age of Light—either inside the animated statue in area 21 or in possession of the dragon in area 1.

For purposes of this adventure, the only settings for this device that work once the green crystals are in place are the default 111-111-111 code (in any age) and the 243-579-144 in the Fourth Age only. Any other combination results in a fogged, vague image in the crystal globe and the exit teleport being inoperative. The 243-579-144 setting returns the PCs to the exact place and moment from which they first were transported into this adventure. The players should understand that this is the goal of the adventure.

The PCs can use the 111-111-111 default tuning of the device to exit the complex, either in the original Fourth Age or in any of the other two ages to which they journey. You can use this as a means of allowing PCs to transport into the different ages of Krynn for further adventures. However, you wish to limit the adventure to this location for the time being, use the following to describe the conditions existing at the other end of the default teleport location in each age:



❯ *Age of Dragons (Fourth Age):* The image in the crystal globe shows a vast army of draconians camped among the ruins of the City of Lost Names. Dunes nearly cover the broken walls and pillars that once defined the city. PCs who foolishly teleport to this location in this time period are attacked by this nearly insurmountable army.

❯ *Age of Might (Third Age):* The image in the crystal globe shows a legion of Soth's Guard standing in the ruins of the City of Lost Names, their weapons drawn as they attempt to plunder the lost city. The broken walls still show some of their former glory. Evidence of considerable burn marks can be seen everywhere. PCs teleporting to this location at this time are attacked and apprehended by Soth's legion.

❯ *Age of Light (Second Age):* The city is burning furiously so far as the eye can see. Three red dragons soar over the city, burning everything in sight. PCs who teleport to the burning city are accosted by one or more these dragons.

Even with a single transport gem (red or green) in place, any random tuning of the device will reveal fogged and fuzzy images of locations in the world during the current age. Use this ability to show the PCs scenes of the outside world relative to the current age of history. Random images never remain stable and vanish into smoke within moments. The settings must be precise or else the image will not be clear in the crystal and no transport will be possible.

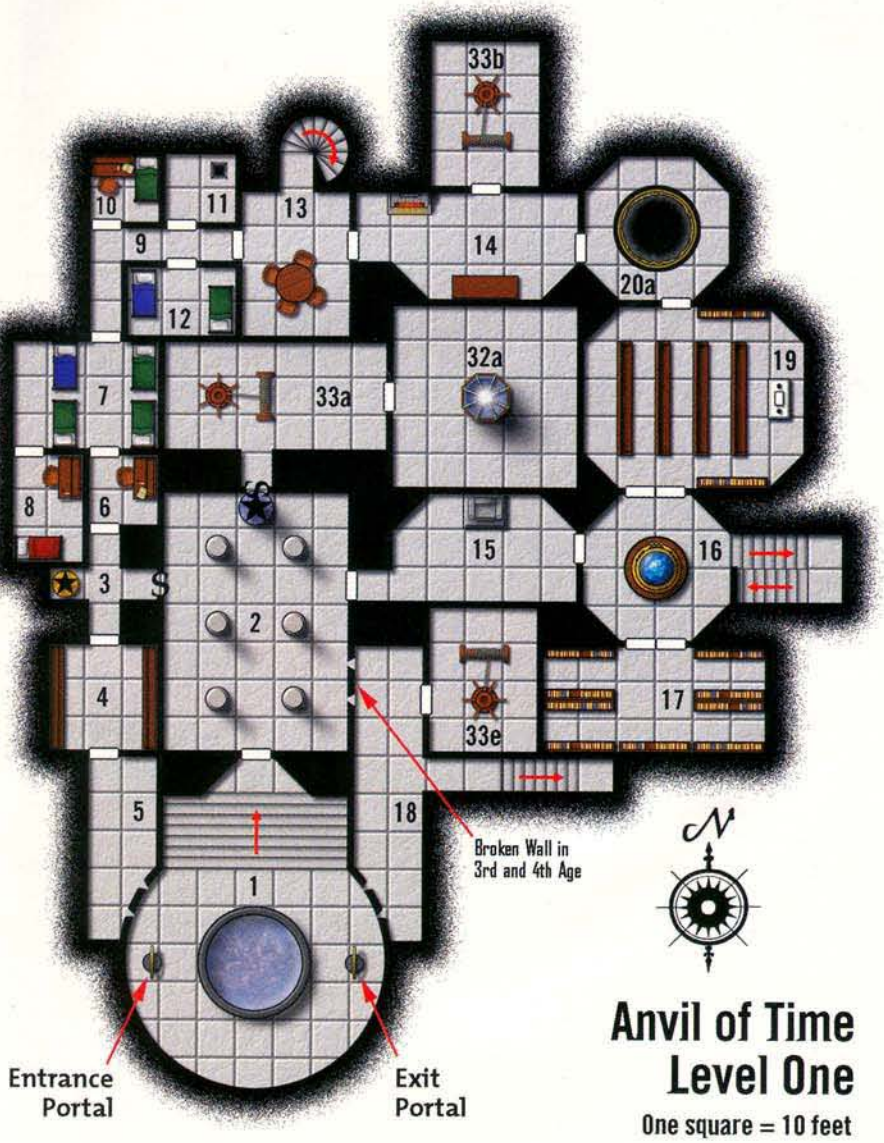
Creature (EL 3): The sole survivor of a previous expedition stands up joyfully from the controls of the device and greets the PCs warmly. Darmath does not attack the PCs; indeed, he is the reason that the PCs are here at all. Darmath is the last surviving member of a group of adventurers (see area 19) who found their way into this place earlier through the default teleport entrance just before the draconians found it as well. Only after entering did they discover that the exit was no longer functioning. Darmath used the teleport device to bring the PCs here.

Darmath knows the basics of how to operate the teleport device but burned out one of the red transport crystals transporting the PCs to this location. He needs their help to find more crystals so that the exit portal in area 1 can be activated and he can escape. Darmath explains the basics of the device to the PCs, enough for them to understand the need to find the three green gems. His comrades were slain by draconians during their search of the complex. Darmath fled in fear, locking himself in this room and leaving his former companions to fend for themselves. He wandered the complex for some time before encountering his comrades once more—dead in the chapel (area 19).

Darmath gladly joins the party. If he feels there is any personal advantage for himself, he turns on the rest of the PCs in a moment. Darmath tells any lie to save himself.

Darmath Goodfellow, Male Human Rog3: CR 3; Medium-Size Humanoid (5 ft. 6 in. tall); HD 3d6+6; hp 4 (20 at full); Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+4 Dex, +3 studded leather), 18 (with Dodge feat); Atk +1 melee (1d6-1/crit 19-20, short sword); or +6 ranged (1d6/crit ×3, shortbow); or +6 ranged (1d4, dart); SA sneak attack (+2d6); SQ evasion, uncanny dodge (Dexterity bonus to AC); AL CE; SV Fort +3, Ref +7, Will +3; Str 9, Dex 18, Con 14, Int 17, Wis 14, Cha 8.

Skills: Balance +7, Bluff +3, Climb +1, Diplomacy +3, Disable Device +8, Disguise +2, Escape Artist +10, Gather Information +1, Hide +10, Jump +1, Listen +8, Move Silently +10, Open Lock +10, Pick Pocket +10, Search +6, Spot +5, Tumble +10. *Feats:* Dodge, Improved Initiative, Mobility.



Treasure: The singed piece of paper contains a Temporal Code (as detailed in the "Temporal Code Table").

18. East Guard Room. Arrow slits in the wall look out into area 1, while a gaping hole in the west wall leads to area 2.

19. Chapel.

Shattered benches have fallen in rows in this dust-covered chapel. Shelves, now devoid of books, stand against the north and south walls. A large, ornate altar stands near the eastern end. Near the center of the room, however, is a gruesome sight. Four adventurers lay where they died several days before. The stench is terrible.

These are the remains of Darmath Goodfellow's adventuring group (a cleric of Chemosh named Seneir, a fighter named Kelevon, and a red-robed wizard named Egyldros). The dust around them has been disturbed, and all valuables have been stripped from their bodies by draconians.

PCs inspecting the altar find that the back has been broken in, revealing what was once a secret compartment. The secret compartment is currently empty.

20. Up-down.

A 10-foot-diameter hole, ornately edged, gapes in the floor of this room. Directly above it is a similarly sized hole in the ceiling. A small pedestal sits against the southwest wall, a diagram barely discernable above it.

This is the Up-down—the magical equivalent of an elevator system in the Anvil of Time. There are three of these rooms, all similarly configured but each one on a different level.

PCs who examine the pedestal see three bowls fixed to its surface. The center bowl is always empty. The left and right bowls contain smooth pebbles, each marked with a number of spots. The color of the pebbles and the number of spots on each depends on which level of the dungeon complex the PCs are standing, as follows:

Level	Left Bowl	Right Bowl
1 (area 20a)	Red/3 white dots	White/2 black dots
2 (area 20b)	Black/1 white dot	Red/3 white dot
3 (area 20c)	White/2 black dots	Black/1 white dot

The diagram above the pedestal—depicted on the adjacent page—provides some clues to the nature of the Up-down:

Possessions: Studded leather armor, short sword, shortbow with 6 arrows, dart, thieves' tools, climber's kit, magnifying glass, three tindertwigs.

Treasure: An open parchment has fallen unnoticed under the ring surrounding the crystal globe. Darmath used this paper to keep track of the combinations he was trying but forgot about the paper in his joy at seeing the PCs arrive. There are many lines of numbers scratched out on the paper. The last line, however, clearly reads "243-579-144!" and is circled. This is the only exit combination that will work for the PCs to escape once the quest is completed.

17. Codex Library. The library room is charred black. A terrible fire swept through this area centuries ago, consuming all the books here. PCs who examine the books find them unreadable, but a successful Search check (DC 18) reveals a singed piece of paper stuck between the charred pages of one book.

How does the Up-down operate? PCs who succeed at an Knowledge (arcana) check (DC 20) understand it upon inspection or can discover it through experimentation. The gaping holes in the floor and ceiling of each room are teleporters that form a continuous loop. Any creature falling down the shaft and passing area **20a** is instantly *teleported* back to the top of the shaft above area **20c**. Any creature jumping into this shaft would, theoretically, fall forever—and repeatedly—past the same three floors.

However, there are three different colored pebbles for each of the three floors: Red is for the top level (area **20c**). white is for the middle level (area **20b**), and black is for the bottom level (area **20a**). A creature wishing to use the Up-down simply takes a pebble from the bowl that matches the floor it wants to visit and, while holding the pebble, jumps down the shaft. When the creature is about to reach the floor matching the pebble in its hand, a magical field activates in the ring at floor level, slowing the creature holding the pebble (and only that creature) until it appears to stand on an invisible floor. The creature may then walk normally off of the shaft and onto the stone floor. The creature would then toss the pebble into the "empty" middle bowl, causing the stone to disappear—instantly *teleported* to the matching color of stones in the bowls on one of the two other levels.

This unusual device has some peculiar effects for those not familiar with its use. PCs inspecting the shaft will see that it appears to drop down 15 feet to an identical chamber. Indeed, this repeating effect continues downward for as far as the PCs can see with available light. For all purposes, the shaft appears to lead to infinite levels and is bottomless. Furthermore, PCs can see mirror images of themselves in the third area some 45 feet below and above—and another set of themselves 45 feet below or above that!

PCs can try to cautiously lower themselves down this shaft using ropes, but every 45 feet they find themselves dangling next to the group that is holding the rope for them!

21. Guardian Statue. The circular stairs at the north end of the area lead up to area **26** and down to area **13**. An ancient bronze statue, once 15 feet tall, lies broken on the floor. See this area in the Age of Might for the origins of this statue.

22. Observation Walk. This upper balcony looks down on area **16**. A rickety wooden railing encloses the balcony but crumbles under any measurable weight.

23. South Hall. This narrow hallway runs between areas **24** and **25**. The north end opens into area **22**, while the south end leads to the staircase down to area **18**.

24. Apprentice Quarters. The remains of a long row of bunks have fallen in upon themselves. At the far end of the room, the wall has collapsed, leaving a gaping hole into in the southeast corner of area **2**. PCs who wish to climb down to area **2** must make a successful Climb check (DC 20) or fall 15 feet, taking 1d6+2 points of damage.

25. Apprentice Commons. A wooden table has collapsed to the floor, its chairs broken and scattered about the room. A smashed secret door in the northeast corner leads to a niche that once held treasure, long since plundered.

Treasure: PCs searching the secret niche find a single scrap of paper containing a Temporal Code (see "Temporal Code Table" for details).

26. Upper Hall. This hall stands at the top of the circular stairs leading down to both areas **13** and **21**.

27. Pantry and Storage. Broken crates and casks lay about the floor. The chamber is filled with debris, but there is nothing of value here now.

28. West Laboratory. An altar and an alchemist's workbench sag against the walls. There are five jewel cases here, all empty.

29. Guardian Room.

The south wall of this room is covered in a bizarre, ornate creation of metal rods, glass panes, globes, and ancient symbols.

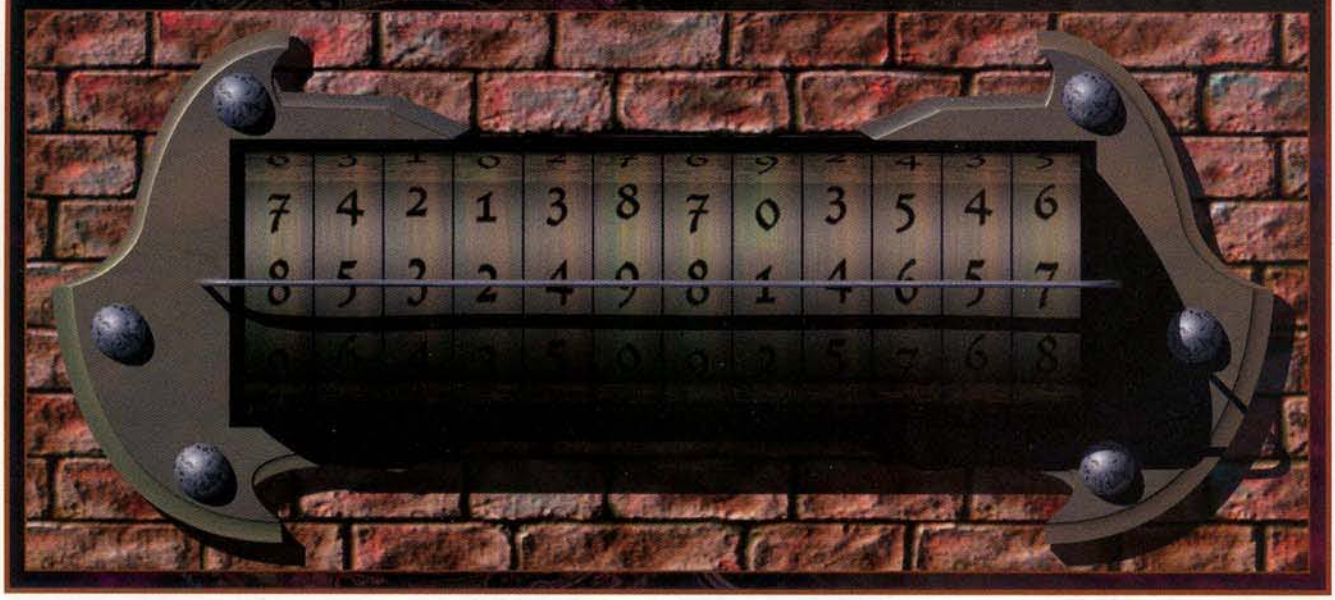
This is an ancient control mechanism, now completely useless. PCs who make a successful Decipher Script check (DC 19) can read entries such as "Forward," "Reverse," "Attack," "Defend," and "Speak." This device used to work in the Age of Light—see area **29** in that age for details.

30. Transfinite Repeater. Standing in the middle of this room is what appears to be a duplicate of the crystal globe device in area **16**. Quick inspection, however, reveals a number of

Transfinite Repeater Display

The indicator wheels, when first encountered, display the numbers shown below. Note that the PCs will change these numbers when they begin operating the winch mechanisms (area 33a-f). Be sure to keep track of the new numbers in the space provided. When the new adjusted numbers match those of a temporal code, the Time Bridge (area 34) moves and allows the PCs to cross to a different age.

The description of area 34 notes that forces on the Time Bridge are great and force these numbers to change within 1d20+10 minutes of the Time Bridge being activated. After that time, the bridge returns to its neutral position, and the PCs must readjust the winch mechanisms to a new Temporal Code setting to reactivate the Time Bridge.



important differences. This device has no mountings for crystals. Instead it has twelve clear gems mounted in recesses on the golden ring, six on either side of a set of twelve wheels mounted side by side with numbers painted on them (like an odometer). A band of wire is mounted over the wheels, apparently indicating the number beneath. The current number showing on the device is found on the Transfinite Repeater Display. (See area 32 for a description of this display. A diagram of the display appears on the next page.)

The image inside the globe is of a 50-foot-cubic area with a strange device in its center. Doors and stairs exit the area at bizarre angles and directions. The PCs are looking into the Cube (area 34).

By pressing down on any of the clear gems, the image in the globe changes. More than just the image, the sounds from that area emanate from the globe, and sounds made in this room will also be heard in the area being shown—thus allowing communication between the winch rooms (areas 33a-f) and the operator here. Pressing a clear gem to the left of the wheels shows the PCs an image of one of the winch rooms (areas 33a-f). Pressing a clear gem to the right of the wheels shows an image of one of the crystal focus rooms (32a-f). Each gem is matched from left to right with its corresponding area. Pressing more than one gem at a time results in a mixed and garbled image.

PCs who succeed at a Knowledge (arcana) check (DC 25) understand this device or can learn through experimentation. The winches are connected with their correspondingly lettered crystal focus device. For instance, the winch in area 33a moves the crystal focus device in area 32a and also moves the indicator wheel in this area. PCs must manipulate the winches until the wheels match a valid transport code for the Time Bridge (area 34).

When the wheel shows a valid transport code, any PC in this room will see the mechanism in area 34 start to move and lower its ladders to another floor—and another time. The PCs can then proceed to area 34 and enter the age indicated by the Transport Code they have used.

31. East Laboratory. Blackened marks all over the walls indicate an explosion took place here some time in the past. Amid the charred remains of a table against the south wall are several shattered pieces of glass and burnt bits of parchment.

32. Crystal Focus Rooms. There are three pairs of these mechanisms, each pair situated opposite to each other on either side of the Cube (area 34). Each room contains a mechanism consisting of a parabolic dish carved and smoothed out of the face of an octagonal block of granite, all mounted inside a framework with eight metal tracks. A large, screwlike device moves the granite block along these tracks. At the front of the tracks, eight rods hold a crystal in place in front of the granite dish. Each crystal pulsates with light. (The diagram on the adjacent page depicts these crystal focus mechanisms.)

Mounted to one wall of each room is a strange device: a set of twelve wheels mounted side by side with numbers painted on them (like an odometer). This device is identical to the device found on the Transfinite Repeater (area 30) and in each

of the winch rooms (areas **33a-f**). The number indicated on this device is the same as that indicated on the Transfinite Repeater Display (see above). These numbers can be moved by anyone touching them; however, they gently return to the same number as on the Transfinite Repeater Display as soon as they are released.

The position of the stone block in each of the six mechanisms determines the temporal focus of the six gems in front of them, thereby setting the orientation of the Time Bridge in area **34**. Only by positioning these six blocks so that the numbers on the Transfinite Repeater Display are the same as for a valid Temporal Code can the PCs use the Time Bridge to visit another age. These granite blocks can be properly positioned only from the associated winch room (see area **33** for details).

The crystals are easily taken from their mountings, but once removed they cease to glow. The crystals are worthless, save that their shape in this particular mechanism allows them to channel temporal energy. When a crystal is removed from its framework, the numbers in all Transfinite Repeaters suddenly change to "00-00-00-00-00-00."

Replacing the crystal restores its glow and also restores the numbers to the current Transfinite Repeater Display setting.

33. Winch Adjustment Rooms. The crystal focus devices in areas **32a-f** are adjusted in these winch rooms. Winch rooms are labeled with their corresponding focus area. For example, winch area **33a** adjusts the crystal focus mechanism in area **32a**, while area **33b** adjusts area **32b**.

Mounted to one wall of each room is a strange numerical device identical to the one found on the Transfinite Repeater (area **30**) and in each of the crystal focus rooms (areas **32a-f**). The number indicated on this device is the same as that indicated on the Transfinite Repeater, in each of the crystal focus areas, and in each of the other winch areas.

The PCs can change the number showing on the Transfinite Repeater Display by turning the winches in the various winch areas. This adjusts the mechanisms in areas **32a-f** that focus the Time Bridge in area **34**. When all the numbers match a Temporal Code, the Time Bridge moves to a new position and allows the PCs to travel to a different age.

A Temporal Code consists of six sets of two numbers each. The example below demonstrates which winch changes which numbers in a sample Temporal Code. To change the first two numbers (AB), one would need to adjust the winch in area **33a**. To change the fourth set of numbers (GH), one would need to adjust the winch in area **33d**.

To change sample Temporal Code "AB-CD-EF-GH-IJ-KL":

33a	33b	33c	33d	33e	33f
AB	CD	EF	GH	IJ	KL

Tightening a winch increases the number, and loosening a winch decreases the number. PCs need to succeed at a Strength Check (DC 15) to operate the winches. Changes to the Temporal Code are all reflected in the displays of all areas with a Transfinite Repeater Display.

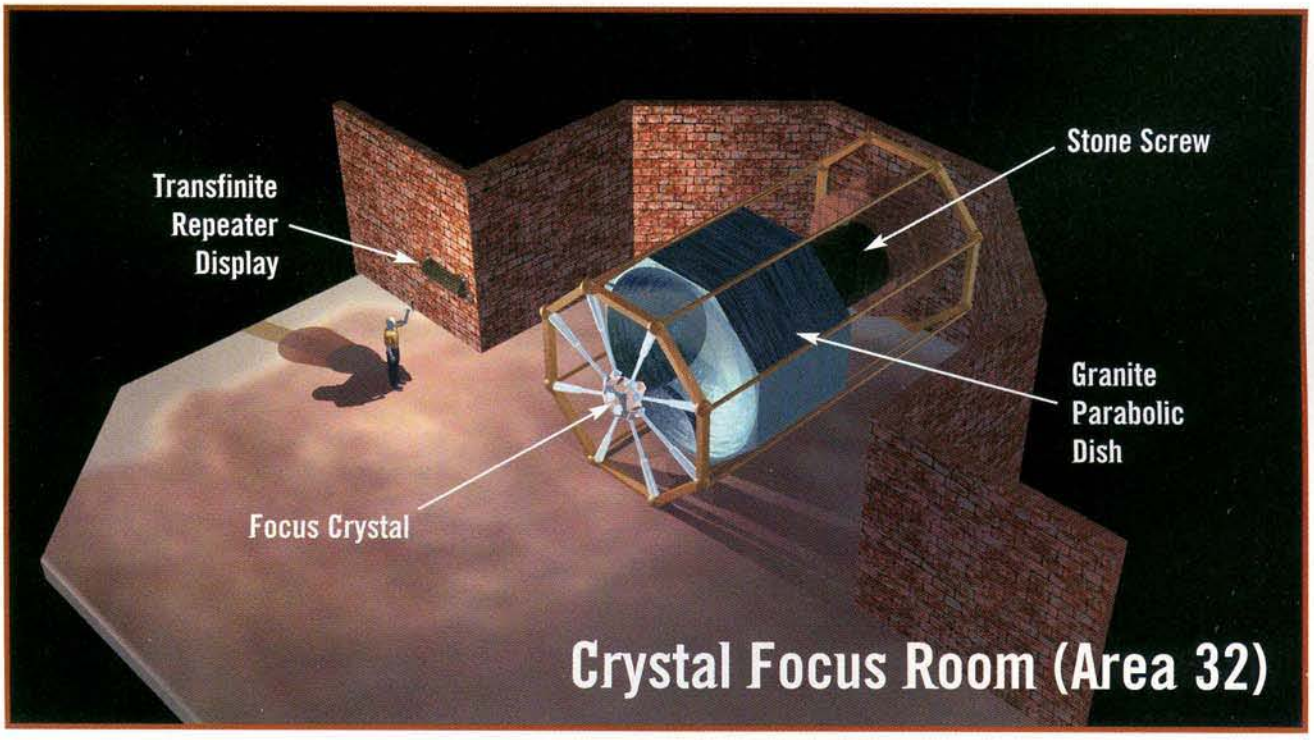
Some winch rooms have additional dangers and treasures as noted below:

33b. Treasure: Beneath the winch mechanism in this area can be found bag of ancient Ergothian coins worth 500 gp.

33c. Treasure: A chest lies broken on the floor of this area. Inside lay 13 uncut gemstones worth 100 gp each.

33f. Creature (EL 5): This web-filled room is home to a phase spider. As soon as the creature detects intruders, it uses its *ethereal jaunt* ability to vanish, reappearing to attack prey with surprise.

Phase Spider (1): hp 39; see *Monster Manual* 150.



34. The Cube. Show the players the appropriate handout (A, B, C, or D, located at the end of the adventure) as indicated by the Temporal Code Table (below), with the number of the current age at the bottom of the diagram. Read or paraphrase the description below as they look at the handout:

> The door opens onto a landing at the top of a freestanding staircase. The stairs lead down to the floor of a cubical room lit by torch-stands and a radiant blue aura. The room measures 50 feet on each side and is equally tall.
>
> In the center of the room, surmounting a stone pedestal, is a colossal machine of curious workmanship. Three enormous, counter-balanced one-quarter arcs of tarnished brass are mounted on swivels.
>
> The room is unsettling. Six doors exit the room. All have a strange glow about their edges, each one perched at the top of a staircase identical to your own. However, they are oriented completely wrong! Some appear to lead down into the floor. Others lead sideways into walls. One even leads up into the ceiling! Each wall has a pedestal and a torch stand like your own floor, but these, too, seem to defy gravity by standing on the walls and ceiling.

If the PCs are in any age but the Second, they also see three elves standing on one wall, pointing and gesturing at them (as shown in the handout).

The heart of the complex, this is the focal point of the Anvil of Time—a Time Bridge connecting all the ages of Krynn. This room collects the focused temporal energy into a single vortex at its center.

In order to move through time, it was necessary for the wizards who crafted this extraordinary device to focus energy from many different time periods into a single place and time. As a result, it became necessary for them to build a "time bridge" to the various ages of the past so that they could tune their magic device. This marvelous, articulated arm, which is capable of moving on three axes, sits at the center of the Cube and is the heart of the adventure.

The Cube appears to be a square room 50 feet by 50 feet wide by 50 feet tall. There appear to be six exits from the room. In reality, they are the *same* exit leading out of the room at different *times*. The room is actually made up of six different versions of the same floor, with the stairs, pedestal, and doorway warped into six different time periods.

This feature has the following effects on everyone in this room:

- ***Orientation of Gravity Changes:*** PCs in the room during different periods of time find the room oriented differently. PCs who have crossed the Time Bridge to the Age of Light, for example, would look as though they were standing on the wall to anyone in the room during the Age of Dragons. PCs who are in the room during the Age of Might would find PCs from the Age of Dragons standing on what appears to be a wall.
- ***Orientation of Exit Changes:*** While the walls of the room exist in *all* time periods, the doors themselves only exist in *one* time period—the period in which the device is set. As a result, PCs can only exit the area through the doorway at the top of the stairs leaving the floor on which they are now oriented by gravity. PCs who climb walls, walk over, or fly up to doors that are oriented incorrectly find that the doors are illusory and cannot be passed.
- ***Combat:*** PCs cannot physically interact with creatures that occupy the Cube in different time periods (that is, creatures standing on different oriented floors), as these creatures

Temporal Code Table

The PCs will discover temporal codes during the adventure. A **Treasure** indication of a temporal code indicates only the possibility of a code being found. Regardless of the number of codes that they might encounter, there are only six codes in all ages. Once the PCs have discovered all six codes, any additional **Treasure** listing where a temporal code is indicated will not have a temporal code.

Use the following chart to determine which Temporal Code the PCs discover. Check off each code as they are discovered by the PCs. Generally, start by giving the players a code for the age they are currently in. If both codes for that age have been found, give them a code for a different Age. Once all the codes have been discovered, no more can be found.

The first column is for you to check off the code as it is given to the PCs. The second column (**Bridge**) indicates which ages that particular code bridges. Note that a code bridging from the Fourth Age will not work for PCs trying to leave the Third or Second Age. Only two codes work in any age: the codes that start in that age. The **Handout** column tells which Player Handout you should show to the players to indicate the current position of the Time Bridge. (All four Player Handouts appear at the end of the adventure.) Finally, the **Code for Transfinite Repeater** is the code you give the players. This code is the number that the Transfinite Repeater Display (area 30) must show for the Time Bridge (area 34) to activate.

Checklist	Bridge	Handout	Code for Transfinite Repeater
	None	A	Any except those below
	4th to 3rd	B	"AM: 52-83-73-56-74-47 — Knights Come"
	4th to 2nd	C	"AL: 79-23-48-91-83-92 — Elf Intruders?"
	3rd to 4th	B	"AD: 48-62-67-82-57-98 — Dragonmen!"
	3rd to 2nd	D	"AL: 19-55-78-43-64-19 — Meet Magius"
	2nd to 4th	C	"AD: 74-36-98-22-49-66 — Age of Dragons"
	2nd to 3rd	D	"AM: 66-27-89-43-62-21 — Wizards' Tears"

Timeshifting Tips

PCs will visit the same places many times in this dungeon, but at completely different time periods. Each age has its own set of encounter descriptions. The Fourth Age has descriptions for all the locations in the adventure. The Third and Second Ages, however, contain entries only for locations that are different than that of the Fourth Age. For example, area 22 remains the same in any age. Therefore, the description of this room is included in the Fourth Age but is not listed at all in either the Third or Second Ages. If your PCs are adventuring in the Third or Second Age and the listing of encounters skips over the area the PCs have entered, simply use the Fourth Age entry, modifying the area description for the age in which they are adventuring (as discussed in the "Temporal Dungeon Features" section on page ###).

The condition of the items found within the dungeon from age to age change depending upon which era the PCs have entered via the Time Bridge and in what order they experience the encounters. It is important to realize, therefore, that encounters in earlier ages can affect events in later ages. For example, a PC in the Age of Light (Second Age) finds a treasure in area 15. If he subsequently travels forward in time to the Age of Might (Third Age) and goes to that same room, the treasure he picked up earlier would not be there. On the other hand, if that same PC entered that same room first in the Third Age, picked up the treasure, and then traveled back to the Second Age, he might think he could take the same treasure twice! Fortunately, time-travel does not work that way. By picking up the same treasure in the Second Age, the PC would have altered the future timeline and, therefore, the treasure he thought he picked up in the Third Age would have been moved—and therefore won't be there for him to find.

The rule, therefore, is that items picked up in earlier ages make the same item disappear in later ages. Items picked up in a later age disappear if they are subsequently picked up in an earlier age.

The bottom line: Things done in the past affect the future and vice versa, regardless of what order the characters do them in!

exist in a different time. Creatures in direct contact with the Time Bridge (see below) exist simultaneously in *all* time periods and can attack each other normally.

The Time Bridge

The center of the room is dominated by a magnificent, ancient device mounted to the floor of the Fourth Age. This device consists of three curving and counterbalanced arcs that form a temporal bridge to the other eras and doors. The innermost of these arcs has a ladder, which extends down to the top of the pedestal in the targeted era of history, allowing PCs (and other beings) to change times and enter a period of the past.

Using the Player Handouts: For purposes of this adventure, the PCs will only have access to a limited number of working codes for aligning the focus rooms and crystals for proper time travel. These codes allow the PCs to visit three different ages: their own and two others in the past. There are four Player Handouts (A, B, C, and D) at the end of the module that show the Time Bridge in each of its proper configurations. Each handout has a "4th," "3rd," and "2nd" age marker at one corner of the illustration. By simply selecting the figure that corresponds to the current code showing on the Transfinite Repeater Display and viewing that image with the current age marker downward, you and your players can quickly become oriented during the age in which the PCs enter this room.

Note that when a PC changes epochs across the bridge, the orientation of gravity appears to change. A player in one epoch will appear to be standing on a wall or ceiling to a player in a different epoch. Moreover, as each PC is actually in a different time, PCs in different ages who do manage to get close enough to touch each other pass through one another. This is because the other person is in the same place but at a different time period.

Note: The forces that control the Time Bridge are great. Within 1d20+10 minutes of activating any functional Temporal Code, these forces cause the winch mechanisms in area 33 to shift, changing the numbers on the Transfinite Repeater Displays and causing the Time Bridge to return to its neutral position (Player Handout A). In order to reactivate the bridge, the PCs will need to once more readjust the winches to a new Temporal Code.

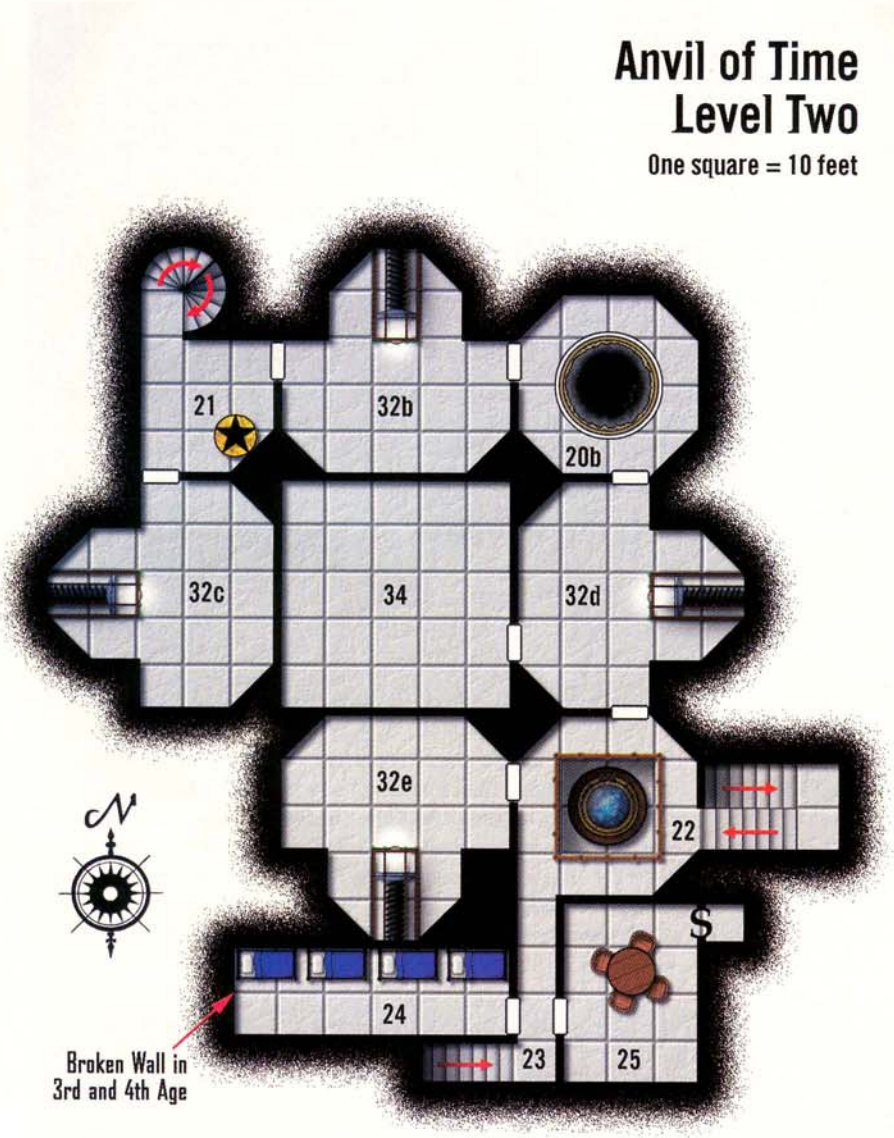
Creatures (EL 5): Three elven warriors have entered this room during the Second Age (Age of Light). Their armor is of an ancient design but appears new and in good repair. PCs can actually speak to them across the room, but the language they are speaking is an ancient form of Elven almost 2,000 years old. Any PC who speaks Elven can make an Intelligence check (DC 15) to understand their antiquated mode of speech.

The elves inform the PCs that they've come here to destroy a terrible dragon. Their commander is an elf named Sithalan Qualeni. Furthermore, they arrogantly declare the PCs to be under arrest and vow to take them into custody just as soon as they can figure out how to do it!

The elves are not a threat until the PCs tune the Time Bridge to the Second Age. Until that time, the elves' arrows pass harmlessly through the PCs. Note that the arcs of their arrows will be as though the elves' floor were "down"—a very strange thing indeed!

Silvanesti Warriors, Male Elf War3 (3): CR 2; Medium-Size Humanoid (5 ft. 11 in. tall); HD 3d8+3; hp 20 each; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (+3 Dex, +5 breastplate); Atk +6 melee (1d8+2/crit 19-20, masterwork longsword); or +6 ranged (1d8/crit ×3, longbow); SQ immune to *sleep* spells and effects, +2 racial bonus to saves against Enchantment spells and effects, low-light vision; AL NG; SV Fort +4, Ref +4, Will +4 (includes Iron Will feat); Str 15, Dex 17, Con 13, Int 10, Wis 12, Cha 10.

Skills: Climb +0*, Craft (bowmaking) +2, Handle Animal +2, Jump +0*, Listen +3, Search +2, Spot +3, Swim +0*. *Feats:* Improved Initiative, Iron Will. * These skills are reduced by the breastplate's -4 armor check penalty.



Possessions: Breastplate, masterwork longsword, longbow with 12 arrows, 25-foot-rope with grappling hook, oil flask.

Age of Might (Third Age)

In this age, the PCs find themselves in the middle of a war between knights and wizards. This section of the adventure takes place during the Age of Might, approximately 354 years before the PCs first entered the Anvil of Time. A successful Knowledge (history) check (DC 10) yields the following background information.

The Age of Might lasted almost 2,500 years. It was primarily marked by the rise of the human Empire of Ergoth in the west, its subsequent overshadowing by the great human realm of Istar in the east and its downfall with the Cataclysm. The Knights of Solamnia came to be nearly 1,500 ago during the height of the Age of Might. In the end, however, the Age of Might became a metaphor for hubris. In the last years of that age, the Kingpriest of Istar—a man who professed good but succumbed to pride—attempted to mandate and enforce his views of good and evil. Among those in his circle of confidants was a Knight of Solamnia and master of a large region in the northern Solamnic plain named Lord Soth. Shortly before the Cataclysm sundered the world, Lord Soth, obsessed both with producing an heir to his position and with lust for an elven maiden, would murder his barren, human wife and, through willful neglect, condemn the world to suffer the Cataclysm. As a result, the gods condemned Soth's fellow warriors to become undead: skeletal warriors enthralled forever to their lord. As to Lord Soth himself, he was damned to become a death knight, an undead creature forever tortured by his own sins and a lust that could never be satisfied.

1. Entry.

This room is a battleground! Armored knights on the far side of the fountain are engaged in a pitched battle against an enemy attacking them from arrow slits in the wall to the northwest. Armored humans occasionally peer out from behind scaffolding beneath the domed ceiling and crates that are scattered around the fountain.

The fountain in this time period is operational. Wooden scaffolding stands in the north half of the room, allowing access to the incomplete dragon-bone archway over the north staircase. (This is the same archway seen completed in the Fourth Age.) There are five crates in the area providing cover for the knights.

Creatures (EL 8): These knights serve Lord Soth (area 5) and are battling the wizards in area 5, shooting arrows and throwing flasks of alchemist's fire.

Solamnic Knights of the Crown, Male Human Ftr3 (5): CR 3; Medium-Size Humanoid (6 ft. tall); HD 3d10; hp 22 each; Init -1 (Dex); Spd 20 ft.; AC 20 (-1 Dex, +7 half-plate armor, +4 half cover) or 18 (-1 Dex, +7 half-plate armor, +2 large shield); Atk +7 melee (1d10+3/crit 19-20, bastard sword with Weapon Focus feat); or +2 ranged (1d6/crit ×3, shortbow); or +2 ranged (1d6 fire, alchemist's fire); AL LN; SV Fort +3, Ref +0, Will +0; Str 16, Dex 8, Con 11, Int 13, Wis 9, Cha 15.

Skills: Climb +0*, Handle Animal +8, Ride +5, Swim +0*. *Feats:* Exotic Weapon Proficiency (bastard sword), Mounted Archery, Mounted Combat, Weapon Focus (bastard sword).

* These skills are reduced by the half-plate's and shield's combined -9 armor check penalty.

Possessions: Half-plate armor, large steel shield bearing Solamnic Knight of the Crown crest, bastard sword, shortbow with 6 arrows, 3 flasks of alchemist's fire.

Tactics: The knights are preoccupied with the black-robed wizards in area 5. When the PCs enter the room, have the knights make a Wisdom check (DC 15). If the check succeeds, they assume the PCs are neutral in the conflict and order them to find and slay the wizards. If the check fails or the PCs disregard the order, the knights assume the PCs are allied with the wizards and attack them. The PCs can convince the knights that they are not enemies with a successful Diplomacy check (DC 15, +4 per recognizable wizard or sorcerer in the party).

The knights are trying to hurl alchemist's fire through the arrow slits in the northwest wall. Treat these as Grenade Weapon Attacks (as detailed in the *Player's Handbook,* pages 113 and 138). The arrow slits provide nine-tenths cover (+10 cover bonus to AC, +4 cover bonus to Reflex saves).

Development: Left interrupted, the knights and wizards battle for a grueling 10 minutes. If the PCs do not intervene, you can play out the battle round by round or simply assume that the knights win the day with no casualties; however, they each lose all but 1d10 hit points. If the PCs helped the knights defeat the wizards, the knights take them to Lord Soth, refusing to answer any questions about the Anvil of Time or their purpose without first answering to their leader.

5. West Guard Room. Arrows slits look out into the great circular entrance (area 1).

Creatures (EL 7): Four of Fistandantilus's apprentices are among those who have been attempting to restore the Anvil of Time. Now they are defending it against the knights in area 1.

Apprentices of Fistandantilus, Male Human Wiz3 (4): CR 3; Medium-Size Humanoid (5 ft. 8 in. tall); HD 3d4; hp 9 each; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex) or 22 (+2 Dex, +10 nine-tenths cover); Atk +1 melee (1d4/crit 19-20, dagger); or +3 ranged (1d8/crit 19-20, light crossbow); AL NE; SV Fort +1, Ref +3, Will +4; Str 10, Dex 14, Con 10, Int 15, Wis 13, Cha 9.

Skills: Alchemy +7, Concentration +6, Craft (bookbinding) +4, Knowledge (arcana) +8, Knowledge (history) +7, Spellcraft +8. *Feats:* Combat Casting, Scribe Scroll, Spell Mastery (*magic missile, sleep*), Spell Mastery (*hypnotic pattern, invisibility*).

Spells (4/3/2): 0 (DC 12)—*daze, detect magic, flare, light;* 1st (DC 13)—*magic missile, ray of enfeeblement, sleep;* 2nd (DC 14)—*hypnotic pattern, invisibility.*

Possessions: Black robe, dagger, light crossbow with 5 bolts, spellbook (contains all prepared spells plus *read magic*).

Tactics: These wizards instantly assume that the PCs are among the knight invaders and turn their attacks on them. If two or more wizards are slain, the survivors attempt to flee invisibly and alert Fistandantilus (see area 16).

Development: To determine the outcome of the battle with the knights, see area 1. If the PCs enter this room after all the wizards are slain, their number and configuration when found by the PCs will be identical to the bones found in this same room in the Fourth Age.

6. Captain's Post. A weathered desk and bench occupy this well-lit area. PCs who succeed at a Listen check (DC 10) hear the mercenaries plundering area 7.

Treasure: Under the desk is a small, unlocked chest holding eight pieces of jewelry (250 gp each).

7. Barracks. PCs approaching this chamber hear the **Creatures** within and automatically gain surprise if they are quiet.

The lit room is currently being ransacked by four unsavory individuals dressed in scalemail armor.

Creatures (EL 4): Ergothian mercenaries are ransacking this room and the bodies of several black-robed wizards who now lie dead on their own bunks. The mercenaries are on a quest to destroy as many wizards as they can and plunder the spoils. Their lust for treasure is so great that they will treat the PCs as enemies even if there are no wizards in the party, assuming them to be hired by the black-robed wizards.

If the PCs have been in this room during the Fourth Age, they should recognize the broken armor they once found in this room intact and worn by the mercenaries.

Ergothian Mercenaries, Male Human War2 (4): CR 1; Medium-Size Humanoid (6 ft. tall); HD 2d8+2; hp 15 each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 16 (+1 Dex, +4 scalemail, +1 buckler); Atk +6 melee (1d8+3/crit 19-20, longsword with Weapon Focus Feat); AL CN; SV Fort +4, Ref +1, Will -3; Str 17, Dex 12, Con 12, Int 7, Wis 5, Cha 8.

Skills: Climb +1*, Intimidate +1, Jump +1*, Ride +4. *Feats:* Improved Initiative, Weapon Focus (bastard sword). * These skills are reduced by the scalemail's and buckler's combined -5 armor check penalty.

Possessions: Scalemail armor, buckler, longsword, gallon of ale (shared). One of the mercenaries wears a rusting metal helmet with a minotaur horn, a leather tunic bearing the mark of a griffon, and a warhammer. These items are of little actual value but are identical to the items that are described in the Fourth Age for this area.

Tactics: The mercenaries show no quarter and expect no mercy from the PCs.

Treasure: Hidden under one bunk is a *wand of lightning bolt* (3 charges; 5th-level caster; Hardness 5, hp 5; Break DC 16). Its shaft is adorned with jagged black lightning glyphs.

Development: If the PCs entered this room in the Fourth Age, you might wish to comment on the pieces of equipment the PCs saw in this room earlier. As the battle progresses, describe how particular pieces of equipment fall to the ground where the PCs found them in the Fourth Age. If the PCs take any of these items from this room, they should be stricken from the list of items in this area in the Fourth Age.

8. Captain's Quarters. This room contains a broken bunk and small desk. It has recently been swept out.

10. Headmaster's Cell. The area has been cleaned. An ornate (but nonmagical) staff leans against the far wall.

11. Privy. This simple hole in the ground is occasionally cleaned out by the lowliest member of the dungeon—or, in this case, a kender.

Creature (EL 4): The kender demands that the PCs help her retrieve something she has "lost" down the privy (see **Treasure** below). The kender gladly accompanies the PCs thereafter.

Lithebit can't recall the details of how she ended up inside the Anvil of Time, but she's curious to explore it. She has so far managed to elude the dungeon's other denizens, although she's aware of the "spat" between the knights and wizards because "they make a lot of racket!" She can provide the PCs with a crude map of this level of the complex, which she keeps in a small wooden map case.

Lithebit Winderkin, Female Kender Rog4: CR 4; Small Humanoid (3 ft. 2 in. tall); HD 4d6; hp 18; Init +3 (Dex); Spd 20 ft.; AC 16 (+1 size, +3 Dex, +2 leather armor); Atk +4 melee (1d4, hoopak); or +8 ranged (1d4, hoopak); SA kender taunt, sneak attack (+2d6); SQ kender traits, evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +1, Ref +7, Will +4 (includes Iron Will feat); Str 11, Dex 17, Con 11, Int 13, Wis 12, Cha 12.

Skills: Appraise +5, Balance +6, Bluff +7, Climb +3, Disable Device +7, Escape Artist +7, Hide +11, Intuit Direction +6, Jump +4, Listen +5, Move Silently +9, Open Lock +9, Pick Pocket +11, Search +4, Spot +4, Tumble +9. *Feats:* Iron Will, Run.

Possessions: Leather armor, hoopak with 12 bullets, backpack, map case (contains a map of this level plus several blank pieces of parchment), 50-foot silk rope, traveler's outfit sewn with many pockets (contents determined by DM).

Treasure: A green Transport Gem lies in the privy.

13. Ward Room.

The table in the center of this room supports the body of an unconscious knight. Two more knights, also badly wounded and unconscious, lay against the south wall. Hovering over them, a robed cleric attempts to work his healing arts.

Creatures (EL 6): The cleric, Father Kardan, serves Lord Soth, but with reservation. He is disillusioned about this mission and has depleted nearly all of his spells trying to bring the wounded knights back to consciousness. (His remaining spells are listed below.)

Although all three knights are unconscious, they are stable and no longer losing hit points.

Merdos Kardan, Male Human Clr6 (Habbakuk): CR 6; Medium-Size Humanoid (5 ft. 9 in. tall); HD 6d8+18; hp 51; Init -1 (Dex); Spd 20 ft.; AC 16 (-1 Dex, +5 chainmail, +2 *small shield);* Atk +5 melee (1d8+1, *+1 heavy mace*); AL LG; SV Fort +8, Ref +1, Will +8; Str 11, Dex 9, Con 16, Int 10, Wis 17, Cha 11.

Skills: Concentration +11, Diplomacy +3, Heal +12, Knowledge (arcana) +3, Knowledge (religion) +4. *Feats:* Brew Potion, Combat Casting, Extra Turning, Maximize Spell.

Spells (5/4+1/4+1/3+1): 0 (DC 13)—*create water;* 1st (DC 14)—*deathwatch* (currently in effect), *shield of faith;* 2nd (DC 15)—*bull's strength*, shield other;* 3rd (DC 16)—*magic circle against evil.*

* Domain spell. *Domains:* Healing (cast healing spells as Clr7), Strength (feat of strength 1/day, granting a +6 enhancement bonus to Strength).

Possessions: Chainmail armor, *+1 small steel shield, +1 heavy mace,* flint & steel, lantern, traveler's outfit.

Solamnic Knights of the Crown, Male Human Ftr3 (3): hp -3 each (22 at full); see area 1 for complete statistics.

Development: If the PCs have been brought here by Lord Soth after surrendering (see area **15** below), the PCs can convince Kardan of their innocence with a successful Bluff or Diplomacy skill check opposed by Kardan's Sense Motive skill check. If they are successful, Kardan allows them to escape.

15. Throne Room.

Three armored figures are laughing around an ancient throne fitted with jewels. Seated on the throne is a 7-foot-tall skeleton. With a hearty laugh, the largest knight swings his sword, knocking the skull off the skeleton, sending it across the floor where it skids into a corner.

Lord Soth is hacking at the skeletal remains of an ancient being who sat here in honor. Two of his knights are prying the gems out of their mountings on the stone throne (see **Treasure** below for details).

Creatures (EL 12): Lord Soth is rigid, unbending, relentless, and cold. He is a paladin, but a flawed one. He is so blindly zealous in his cause that justice and mercy do not enter into his considerations.

Soth does not consider the party a threat to his goal of exterminating the wizards and reacts to them only when they get in his way. He eventually uses his teleport armor to escape the Anvil of Time, trusting in his ability to return one day and rescue his remaining force.

Lord Soth, Male Human Pal10: CR 10; Medium-Size Humanoid (6 ft. 4 in. tall); HD 10d10+30; hp 94; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 19 (+9 *half-plate armor*); Atk +18/+12 melee (1d10+8/crit 17-20, *+2 bastard sword* with Improved Critical feat); or +13/+8 ranged (1d10+1/crit 19-20, heavy crossbow with *+1 bolt);* SA smite evil 1/day (+3 attack bonus, +10 damage bonus), turn undead 6/day; SQ *detect evil,* lay on hands (30 hp per day), divine health, aura of courage, *remove disease* 3/week; AL LG; SV Fort +12, Ref +7, Will +5; Str 22, Dex 14, Con 17, Int 10, Wis 10, Cha 17.

Skills: Concentration +10, Craft (armorsmithing) +4, Diplomacy +6, Handle Animal +6, Heal +8, Knowledge (religion) +5, Listen +2 (includes Alertness feat), Ride +11, Spot +2 (includes Alertness feat). *Feats:* Alertness, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative.

Spell (1): 1st—*divine favor.*

Possessions: +2 half-plate of teleport (allows wearer to cast *teleport without error* 1/day), *+2 bastard sword,* masterwork dagger, heavy crossbow with eight *+1 bolts, potion of bull's strength,* signet ring, small mirror (steel).

Solamnic Knights of the Crown, Male Human Ftr3 (2): hp 22 each; see area 1 for complete statistics.

Tactics: Lord Soth uses his detect evil ability on the PCs. If he detects any evil-aligned PCs, he demands the entire party's immediate surrender. Should the PCs surrender, Soth and his two guards escort them to area **13** (by the safest, most direct route) and leave them in the charge of Merdos Kardan. Soth also removes the PCs' weapons and goes upstairs to area **27**. Placing the PCs' weapons there, he and his guards then return down the stairs and retrace their steps to area **15**.

If lured into combat, Lord Soth commands his lieutenants to hold off all attackers, giving him time to imbibe his *potion of bull's strength.* Soth then wades into battle with his *+2 bastard sword,* using his armor to *teleport* out of the Anvil of Time if he's reduced to 20 hit points or fewer. Knights within 10 feet of the paladin gain a +4 morale bonus on saves against fear effects, thanks to Lord Soth's aura of courage.

Treasure: Set into the throne are six rubies (500 gp each).

Development: If the PCs manage to befriend Soth, he commands them to hunt down the black-robed wizards still lurking about. If they are successful, he vows not to interfere as they explore the rest of the Anvil of Time. Likewise, he expects the PCs to stay out of his way.

16. Crystal Globe.

A chill mist swirls about a massive table that stands in the middle of this octagonal room. A crystal globe, nearly 5 feet in diameter, lies at the center of the table. Several glowing crystals are embedded in the table's surface around the central, hazy globe. A staircase rises up through the east wall, doubling back to the railed balcony that circles overhead. A glowing globe suspended from the ceiling brilliantly illuminates the room.

An invisible, dark-robed figure stands on the opposite side of the room, holding a jeweled book. PCs coming within 5 feet of the figure feel a terrible chill, as if drawing near to something very cold. The figure is fully described in the **Creature** and **Tactics** sections below; it carries the **Treasure.**

Although the room is cool, heat and firelight emanate from the library to the south (area **17**), and PCs touching the south doors can feel the searing heat beyond. Opening the south doors triggers the **Trap.**

Creature (EL 7): The *invisible,* black-robed figure is a *simulacrum* created by Fistandantilus in his own image. *Arcane eye* and *lesser geas* spells cast during the creation process allows the real Fistandantilus—who waits on the other side of the Time Bridge (area **34**) in another time inaccessible to the PCs—to see what his *simulacrum* sees and control its actions. Fistandantilus created the *simulacrum* to collect valuable tomes and lore from the Anvil of Time without placing himself in undue risk—and its task is nearly complete.

The *simulacrum* has the abilities of a 7th-level wizard. When the *simulacrum* is reduced to 0 hit points, it melts away along with most of its equipment (see *Possessions* below).

Fistandantilus' *Simulacrum:* CR 7; Medium-Size Illusion (Shadow) (5 ft. 11 in. tall); HD 7d4+7; hp 27; Init +4 (Dex); Spd 30 ft.; AC 16 (+4 Dex, *+2 bracers of armor*); Atk +4 melee (1d6+1, quarterstaff); AL CE; SV Fort +5 (includes Great Fortitude feat), Ref +6, Will +6; Str 12, Dex 18, Con 13, Int 18, Wis 12, Cha 10.

Skills: Alchemy +14, Concentration +11, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (religion) +14, Spellcraft +14. *Feats:* Craft Wand, Craft Wondrous Item, Great Fortitude, Scribe Scroll.

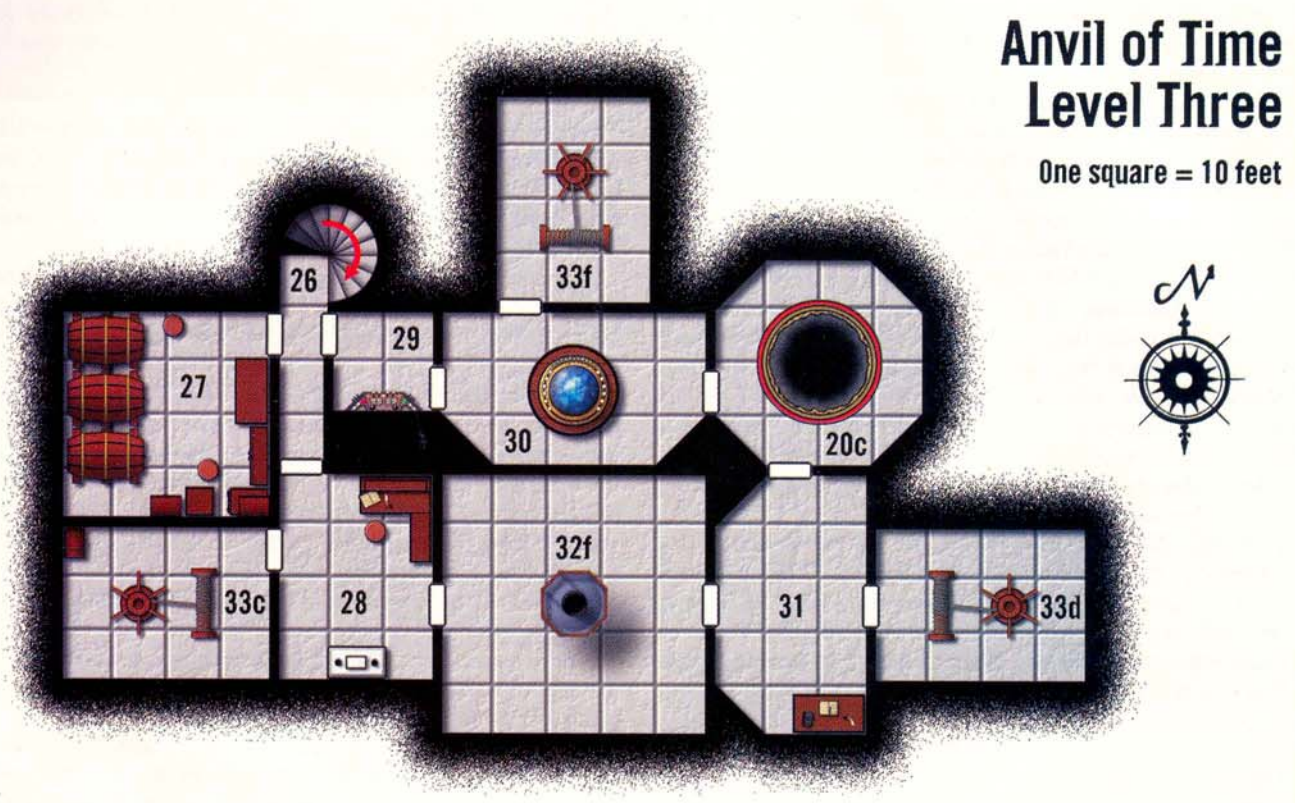
Spells (4/5/4/3/2): 0 (DC 14)—*daze, light, ghost sound, read magic;* 1st (DC 15)—*detect secret doors, magic missile* (×2), *silent image, sleep;* 2nd (DC 16)—*invisibility* (×2), *mirror image, see invisibility;* 3rd (DC 17)—*fireball, lightning bolt, suggestion;* 4th (DC 18)—*ice storm, wall of ice.*

Possessions: +2 bracers of armor, quarterstaff*, *wand of hold person** (43 charges; 5th-level caster; Hardness 5, hp 5; Break DC 16), black robe*, spellbook* (contains all spells listed above plus *detect magic*), spell component pouch*, *Book of Time* (see **Treasure** below). Items marked with an asterisk are part of the *simulacrum* and melt away when it is destroyed.

Tactics: The *simulacrum* has cast *invisibility* on itself and attempts to flee from the PCs, making its way back to the Time Bridge (area **34**) with the *Book of Time* taken from the library. If the PCs detect it, the *simulacrum* casts *mirror image* and uses its *wand of hold person* to halt pursuers. If unable to reach the Time Bridge, the *simulacrum* tries to slip past with the aid of its *suggestion* spell; failing that, it pounds foes with its arsenal of offensive spells (*ice storm, lightning bolt, fireball, magic missile*) while using *wall of ice* to divide the party.

Trap (EL 4): Having found what it was looking for, the simulacrum has torched the remaining library books and sealed the door behind him.The fire has burned out all the oxygen in the room. Heat and gas remain, setting up a backdraft.

PCs who open either door to this room unleash a terrible blast of fire that explodes in a 10-foot radius from the door. In



addition to taking damage (see below), creatures hurt by the blast catch fire, taking 1d6 points of damage per round. A burning creature can take a move-equivalent action to put out the flames.

Fireblast (1): CR 4; 10-foot radius; 5d6 points of fire damage plus 1d6 points of fire damage per round until flames are extinguished; Reflex save (DC 16) halves damage.

Treasure: The *Book of Time* chronicles the history of the Towers of High Sorcery down through the ages, including a complete list of the most powerful wizards and sorcerers in each period of time and those who created the Anvil of Time. The traps on the ancient book have already been disarmed by the *simulacrum*. It is worth 2,500 gp to an interested scholar.

The *simulacrum* is using a slip of paper as a book mark. This paper slip could contain a Temporal Code (See "Temporal Code Table" for details).

17. Codex Library. The room is ablaze (see area 16 above). Row after row of shelved books have been consumed by the fire, leaving the once impressive library in ruin.

19. Chapel. The chapel room is will lit and some effort at cleaning and repair are evident. The altar at the front of the hall is intact and undisturbed.

Treasure: A successful Search check (DC 15) reveals a secret compartment in the back of the altar. If the PCs noticed the opened compartment in the Fourth Age, no Search check is required. Though broken and empty in the Fourth Age, it now contains a green Transport Gem.

20. Up-down. The Up-down works as described in the section detailing the Fourth Age. The room is lit by torches mounted in wall sconces and occupied by three black-robed wizards.

Creatures (EL 6): Fistandantilus' three apprentices use their spells and crossbows to defend the Up-down against the PCs.

Apprentices of Fistandantilus, Female Human Wiz3 (3): hp 9 each; see area 5 for complete statistics.

Tactics: The wizards use the Up-down as part of their defense. Each wizard has five of each color pebble in pouches about her waist. Since the color of pebble in hand determines the floor at which one stops, a wizard simply reaches into the appropriate pouch and draws a pebble attuned to the floor she wishes to stop at. This way, the wizards attempt to keep their distance from the PCs, attacking with ranged attacks.

PCs might counter the wizards' tactics by "free-falling" and striking foes as they plummet down the Moebian shaft. The levels of the Up-down are spaced 15 feet apart, and creatures fall at a rate of 60 feet per round. Only one attack per round is possible in free fall, and all attacks suffer a -2 penalty.

Treasure: One of the apprentices carries a scrap of paper with a Temporal Code scrawled on it (see "Temporal Code Table" for details).

21. Guardian Statue.

A 15-foot-tall bronze statue stands against the wall, its vacant eyes watching you enter the room.

Creatures (EL 5): When the PCs enter the area, this bronze statue suddenly creaks to life, reaching out with its balled fists

to slam everyone in the room. The statue is actually an animated object controlled by the ghost in area **29**. When either the creature has been destroyed or its controlling ghost has been defeated, the statue falls forward, shattering. The **Treasure** can then be found inside the statue's head.

Animated Bronze Statue (1): hp 30; see *Monster Manual* 17 (animated object) for complete statistics. This statue is fitted with a *wand of shocking grasp* (see **Treasure** below) that deals 1d8+3 points of electrical damage each time the statue hits (in addition to the statue's slam damage). The *wand* can be removed only after the statue is destroyed.

Tactics: The statue attacks until destroyed, although it is too large to follow PCs out of the room. If possible, it moves into the center of the room and uses its 10-foot reach to strike at anyone attempting to reach one of the exits.

Treasure: Once the statue is destroyed, PCs can search it for treasure. A successful Search check (DC 20) reveals a hidden latch that unlocks a hollow cylinder in the statue's head. Tucked inside this cylinder and attached to the statue's internal mechanisms is a *wand of shocking grasp* (3rd-level caster) with 40 charges, minus any charges expended by the statue's successful attacks. Removing the *wand* from the compartment requires a successful Disable Device check (DC 21).

29. Guardian Room. The device on the south wall is unchanged from the Age of Dragons except that all the levers, knobs, and dials appear to be working and moving!

Creature (EL 5): A gnome ghost is causing the levers, dials, and knobs to move. Gnodi was charged with defending the Anvil of Time but failed to stop the murder of her liege (see area **15** during the Age of Light). Gnodi uses the mechanisms on the wall to send control messages to the animated statue in area **21**. The ghost keeps abreast of what's happening in area **21** by poking its head through the floor (since it's incorporeal and the animated statue is directly below).

As soon as the PCs enter the room, Gnodi stops adjusting the mechanisms and casts *ghost sound* to lure the PCs back downstairs (with sounds of footfalls or mumbled voices). If this fails to deter investigation of the room, the ghost attacks. The ghost is not evil but views any intrusion as a hostile attempt to breach the complex's defenses.

Gnodi, Female Gnome Ghost Exp4 (tinkerer): CR 5; Small Undead (Incorporeal) (3 ft. tall); HD 3d12; hp 15; Init +0; Spd 20 ft., fly 30 ft. (perfect); AC 13 (+1 size, +2 deflection); Atk +3 melee (1d6-1/crit 19-20, short sword); SA manifestation, frightful moan; SQ undead, incorporeal, rejuvenation, +4 turn resistance, darkvision 60 ft., +2 racial bonus to saves against illusions; AL NG; SV Fort +1, Ref +1, Will +4; Str 8, Dex 10, Con –, Int 12, Wis 11, Cha 15.

Skills: Craft (machine building) +9, Disable Device +9 (includes Skill Focus feat), Hide +12, Knowledge (arcana) +6, Knowledge (history) +5, Listen +12 (includes Alertness feat), Open Lock +5, Profession (tinkerer) +6, Search +11, Sense Motive +3, Speak Language (Common, Draconic, Gnome), Spellcraft +8, Spot +13 (includes Alertness feat). *Feats:* Alertness, Skill Focus (Disable Device). *Note:* As a tinkerer, Gnodi gets a +2 racial bonus to Craft checks instead of the usual +2 racial bonus to Alchemy checks; this is already figured into the above statistics.

Spells (each usable 1/day, cast at 1st level): *dancing lights, ghost sound, prestidigitation.*

32. Crystal Focus Rooms. Area **32E** contains a **Treasure.**

Treasure: A careless black-robed apprentice unknowingly dropped a scroll of *Tenser's floating disk* on the floor in area **32E**. It lies in the middle of the floor and is easily recovered.

33. Winch Adjustment Rooms. None of these rooms contain creatures or treasure. (For example, there are no Ergothian coins in area **33B** and no phase spider lurking in area **33F**.) Otherwise, the rooms are just as they are described during the Age of Dragons.

Age of Light (Second Age)

In this age, the PCs are on a dragon hunt with the greatest dragonslayer of them all. This section of the adventure takes place during the Age of Light, approximately 2,700 years before the PCs first entered the Anvil of Time. A successful Knowledge (history) check (DC 15) yields the following background information.

The Age of Light was an age of elves. House Silvanos was the first of the great civilization on Krynn, an elven nation of grandeur and glory. It was also a place of stability in a troubled time.

The Greystone of Gargath had passed across the face of the world, forever altering the creatures upon it. The races of gnomes, kender, and dwarf were created in its chaotic wake. Worse than this magic, however, was the menace of the terrible dragons who came from the north. Already the elves had driven the creatures back during the First Dragon War—an event that marked the formation of Silvanesti as a nation. However, the dragons are back once more. The Second Dragon War had begun and Silvanesti was hard pressed under their attack. To their aid, however, came the elves of the west and humans who had joined in their cause. What has often confused historians, however, were tales of Huma and Magius appearing in this war.

1. Entry.

The domed ceiling is broken, casting rubble upon the southern half of the room. Despite the ruins, clear water erupts from the fountain. The entry portals on the east and west sides of the room are dark. The staircase is smooth and undamaged. A dim shaft of light falls from the craggy orifice overhead, illuminating the listless form of a red dragon!

The hole in the ceiling is a physical opening to the Anvil of Time, torn by the dragon that now calls this place its home. The opening is a vertical shaft 150 feet deep leading to the surface of the island on which the Anvil of Time was built.

Creature (EL 9): The red dragon, Magna, is a powerful foe for 5th-level characters. However, if the PCs can befriend Sithalan Qualeni and Huma (see areas **19** and **25** respectively), they can call upon these powerful NPCs for assistance.

Magna, Female Juvenile Red Dragon: CR 9; Large Dragon (16 ft. long); HD 16d12+64; hp 174; Init +4 (Improved Initiative); Spd 40 ft., fly 150 ft. (poor); AC 24 (-1 size, +15 natural) or 35 (-1 size, +15 natural, +4 *mage armor*, +7 cover from *shield* spell); Atk +24 melee (2d6+9, bite), +19 melee (1d8+4, 2 claws), +19 melee (1d6+4, 2 wings), +19 melee (1d8+13, tail slap); Face 5 ft. × 10 ft.; Reach 10 ft.; SA breath weapon, spells (cast as Sor3); SQ fire immunity, double damage from cold-based attacks

except on a successful save, *locate object* 4/day, blindsight 120 ft., darkvision 400 ft.; AL CE; SV Fort +14, Ref +10, Will +12; Str 29, Dex 10, Con 19, Int 14, Wis 15, Cha 14.

Skills: Bluff +13, Concentration +20, Diplomacy +12, Escape Artist +15, Jump +25, Knowledge (arcana) +17, Knowledge (religion) +12, Listen +18, Search +18, Scry +3, Speak Languages (Common, Draconic, Dwarven, Elven, Giant), Spellcraft +18, Spot +18. *Feats:* Hover (see *Monster Manual,* page 62), Improved Initiative.

SA—Breath Weapon (Su): 40-foot cone of fire (8d10 points of fire damage; Reflex save DC 22; usable once every 1d4 rounds).

Sorcerer Spells (6/6), chosen from the following list: 0 (DC 12)—*dancing lights, detect magic, ghost sound, read magic, resistance;* 1st (DC 13)—*cause fear, mage armor, shield.*

Tactics: The ill-tempered dragon attacks anyone entering the room, using its *mage armor* and *shield* spells to improve its AC. If reduced to half hit points, the dragon attempts to flee out the craggy opening in the roof and return when better prepared. It will never leave its treasure unattended for long, however, and always makes a point of taking the green Transport Gem (see **Treasure** below) with it when it flees.

Treasure: The dragon has amassed a considerable hoard and piled it amid the rubble in the southern half of the room:

- 1,400 stp and 11,000 sp in loose coinage;
- *potion of enlarge* (5th-level caster);
- *potion of darkvision* (5th-level caster);
- arcane scrolls of *grease* (1st-level caster), *levitate* (3rd-level caster), and *unseen servant* (1st-level caster);
- *eversmoking bottle;*
- *+2 flaming heavy mace;*
- four gems: an eye agate (9 gp), tiger eye (12 gp), deep blue spinel (500 gp), and a green Transport Gem.

2. Temple.

The marble floor of the room is clean and shining. Six pillars grace this hall. At the north end of the hall, a beautiful statue of a woman stands 20 feet tall, its bent head brushing against the loaf-shaped ceiling, its hands outstretched and holding an etched crystal globe.

The globe is actually an Orb of Dragonkind (also known as a Dragon Orb) that can be used to summon dragons against their will. The Orbs of Dragonkind are powerful and dangerous artifacts, however, and must be used with caution.

Treasure: In the palms of the statue rests an inactive Orb of Dragonkind, detailed in the sidebar below.

Development: If the Orb of Dragonkind is used to summon the red dragon from area 1, describe the dragon cracking the stairs in area 1 as she enters. During any battle with the dragon in this room, be sure to include at some point during the battle a moment where the dragon inadvertently falls against or knocks over the pillars on the east side of the area. This action triggers the collapse of the southern portion of the east wall, exposing areas 18 and 24 to this hall.

4. Armory. The weapon racks are whole in this age and contain an assortment of weapons, detailed under **Treasure** below.

Treasure: The weapon racks contain three magic weapons and several masterwork weapons:

- *+1 battleaxe of frost;*
- *+1 warhammer of thundering;*
- *+2 mighty composite shock longbow* (+2 Strength bonus);
- three masterwork longswords;
- four masterwork shortspears;
- six masterwork short swords.

10. Headmaster's Cell. The room is well lit and clean, primarily because its occupant prefers it that way.

Creature (EL 3): Lornivan is a historian in love with history and himself. Lornivan thinks that he is the greatest chronicler of the ages and that his writings on history will echo down through future ages. He is completely unknown in the time of the PCs. Furthermore, he is a complete coward willing to take credit for chronicling heroic deed . . . so long as they do not involve him personally.

Lornivan Quistar, "Guardian of Time," Male Silvanesti Elf Brd3: CR 3; Medium-Size Humanoid (5 ft. 11 in. tall); HD 3d6-3; hp 11; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (+1 Dex, +5 chainmail, +1 small shield); Atk +2 melee (1d6/crit 19-20, short sword); SQ bardic music, immune to *sleep* spells and effects, +2 racial bonus to saves against Enchantment spells or effects, low-light vision; AL NG; SV Fort +0, Ref +4, Will +4; Str 10, Dex 12, Con 8, Int 14, Wis 13, Cha 15.

Skills: Bluff +4, Concentration +3, Craft (calligraphy) +6, Gather Information +8, Knowledge (arcana) +6, Knowledge (history) +10, Knowledge (religion) +4, Listen +3, Perform +5, Profession (historian) +4, Search +4, Sense Motive +3, Spot +3. *Feats:* Improved Initiative, Skill Focus–Knowledge (history).

Spells (3/2), chosen from the following list: 0 (DC 12)–*daze, detect magic, light, open/close, read magic, resistance;* 1st (DC 13)–*cure light wounds, expeditious retreat, sleep.*

Possessions: Chainmail armor, small steel shield, short sword, flute, healer's kit, calligraphy kit (15 gp), historical chronicles (set of three slim volumes, written in Lornivan's hand).

Tactics: If threatened, Lornivan grabs his possessions and uses his *expeditious retreat* spell to flee. He tries to reach the chapel (area **19**) but is not aware of the minotaurs in area **14**. If the minotaurs are still there, he turns back and takes his chances with the PCs.

Treasure: Tucked inside Lornivan's historical chronicles is a scrap of paper, written on which is a Temporal Code.

11. Privy. This room is unoccupied and devoid of treasure.

12. Acolytes' Cell. The sleeping bunks are intact in this age.

14. Kitchen. Two minotaurs are rummaging for food in this neglected kitchen. They carry the **Treasure.**

Creatures (EL 6): These two minotaurs were drawn unwillingly into the Anvil of Time (along with their brethren in area **28**). They attack non-minotaurs on sight, showing no quarter.

Minotaurs (2): hp 39 each; see *Monster Manual 137.*

Treasure: One of the minotaurs carries a sack that contains 1,000 stp, a malachite stone (11 gp), and a pair of polished obsidian cubes marked with white spots (worth 16 gp total).

15. Throne Room.

A large humanoid skeleton sits on the throne in the middle of the room, the threads of its robes hanging in rags from its bones. There is a luminescent quality about the bones. This radiance begins to coalesce and take form.

Creatures (EL 7): This is the ghost of Elisand, the ancient Irda who once ruled over the Anvil of Time. Elisand was murdered on this throne trying to protect the Anvil from a mob back in the First Age. She is obsessed with protecting the Anvil from intruders and attacks the PCs, decrying them as defilers and barbarians who do not understand the power and majesty of the Anvil of Time!

Elisand, Female Human (Irda) Ghost Wiz5: CR 7; Medium Undead (Incorporeal) (7 feet tall); HD 5d12; hp 35; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (perfect); AC 15 (+5 deflection); Atk +2 melee (1d4, corrupting touch); SA manifestation, corrupting touch, frightful moan; SQ rejuvenation, +4 turn resistance; AL LN; SV Fort +5, Ref +4, Will +3; Str 10, Dex 14, Con –, Int 18, Wis 12, Cha 20.

Skills: Alchemy +12, Concentration +8, Hide +10, Knowledge (arcana) +12, Knowledge (architecture and engineering) +12, Knowledge (history) +12, Listen +9, Scry +12, Search +12, Spellcraft +12, Spot +9. *Feats:* Brew Potion, Craft Wondrous Item, Improved Initiative, Scribe Scroll.

Spells (4/4/3/2): 0 (DC 14)–*dancing lights, flare, ghost sound, open/close;* 1st (DC 15)–*color spray, magic missile, obscuring mist, shocking grasp;* 2nd (DC 16)–*cat's grace, shatter, web;* 3rd (DC 17)–*displacement, haste.*

Tactics: Elisand is a dangerous foe. On the first round, she casts *web*, filling the room with webs. Then, moving through the webs with impunity, she casts *haste, cat's grace,* and *shocking grasp* before attacking with her corrupting touch. She casts *displacement, color spray,* and *magic missile* as circumstances permit.

Treasure: Set into the throne are six rubies (500 gp each).

17. Codex Library.

Bookcases line the walls, each packed with ancient tomes. In the center of the room, surrounded by open books in a widening pile, sits a balding man with a crown of white hair and a long, soft beard. His robes are white.

Orb of Dragonkind

Three of these major artifacts are known to exist on Krynn. They contain the essences of evil dragons and are magic items of vast and dangerous power.

The Orbs of Dragonkind (also called Dragon Orbs) are fragile, etched crystal globes 10 inches in diameter. They expand to 20 inches in diameter when the command words, carved into the surfaces of the orbs, are spoken.

An Orb of Dragonkind possesses the power to summon evil dragons. Evil dragons who are thus summoned are powerless to resist its call and stay within 150 feet of the device while activated, even when attacked. PCs attempting to activate this dangerous device, however, must make a successful Will saving throw (DC 25) or be *charmed* by the Orb (treat as an 11th-level sorcerer for dispelling purposes). The *charmed* PC becomes obsessed with the Orb, protecting it and never allowing others to touch it, attacking them to prevent such use. This *charm* ends only if *dispelled* or someone else seizes control of the globe.

The Orb of Dragonkind found in this adventure has the following additional abilities, cast as a 9th-level cleric: *cure critical wounds* (3/day), *continual flame* (at the user's will). It has Hardness 5, hp 20, and Break DC 25.

The white-robed man is detailed under **Creature** below. The books, each of which has a **Trap**, are detailed under **Treasure**.

Creature (EL 10): The wizard is the legendary Magius, one of the greatest wizards in the history of Krynn and a companion of Huma in his adventures. Magius is taking this opportunity to read up on some of the more interesting facets of Krynn history and magic. Magius always takes the mentor's role and never becomes directly involved in Huma's battles. He is generally pleasant and happily answers whatever questions he can about the history of Krynn and point the PCs in the direction of Huma (area **25**). If questioned about why he and Huma are here in the Second Age rather than in the Third Age (as history says they should be), Magius explains that he, Huma, and a fellow named Arlis Treval have been on a quest to find the Anvil of Time. They have traveled from their own age to this point in time so that Magius can study the Anvil's collection of books.

Magius does not want to seriously impact the timeline with his intrusion and has advised Huma against confronting and slaying the various other creatures than inhabit the Anvil of Time in this age. Magius realizes that Huma is not entirely comfortable with this, however, and makes an exception in the case of the red dragon, Magna. Magius knows how best to kill a dragon, explaining to the PCs that the Orbs of Dragonkind were designed for this purpose. If the PCs ask about the dragon in area 1, Magius describes the background and details of the Orbs of Dragonkind (see sidebar) so that they might use it. If the PCs are determined to confront the dragon, Magius does not stop them. However, he does not permit them to remove or harm any of the books in the library or damage any of the equipment in nearby rooms.

Magius can warn the PCs of the ghost in area **15** and has heard that a company of minotaurs has been sighted roaming the halls (see areas **14** and **28**). He also knows how the Anvil of Time operates; PCs who make a successful Diplomacy check (DC 18) can persuade Magius to explain how to use the Crystal Globe (area **16**), Transfinite Repeater (area **30**), and Winch Adjustment Rooms (area **33**).

Magius eventually tires of the PCs' interruptions, as such disturbances disrupt his reading. If the PCs "wear out their welcome," he shoos them away. If the PCs refuse to leave, the annoyed wizard becomes downright angry, and the PCs don't want to see Magius when he's angry . . .

Magius, Male Human Wiz10: CR 10; Medium-Size Humanoid (5 ft. 9 in. tall); HD 10d4; hp 31; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 *mage armor*); Atk +4 melee (1d6, quarterstaff); or +8 ranged (1d8/crit 19-20, light crossbow); SQ *stoneskin* spell in effect (damage reduction 10/+3); AL LN; SV Fort +3, Ref +6, Will +9; Str 9, Dex 16, Con 10, Int 20, Wis 15, Cha 9.

Skills: Alchemy +18, Concentration +13, Craft (bookbinding) +14, Knowledge (arcana) +18, Knowledge (architecture and engineering) +18, Knowledge (history) +18, Knowledge (nature) +12, Scry +15, Spellcraft +18. *Feats:* Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Rod, Craft Wand, Scribe Scroll, Spell Mastery (*detect thoughts, dispel magic, dominate person, minor globe of invulnerability, suggestion*).

Spells (4/6/5/4/4/3): 0 (DC 15)—*detect magic, light, ray of frost, read magic;* 1st (DC 16)—*comprehend languages, identify, mage armor, shield, Tenser's floating disk, unseen servant;* 2nd (DC 17)—*arcane lock, detect thoughts, Melf's acid arrow, protection from arrows, see invisibility;* 3rd (DC 18)—*dispel magic* (×2, already cast), *suggestion, summon monster III;* 4th (DC 19)—*arcane eye, charm monster, minor globe of invulnerability, stoneskin* (already cast); 5th (DC 20)—*dominate person, feeblemind, wall of force.*

Possessions: White robe, *rod of flame extinguishing,* four scrolls (*cloudkill, cone of cold, fire shield,* and *summon monster IV,* all cast at 10th level), quarterstaff, spellbook (contains all prepared spells), pouch of spell components.

Trap (EL see below): Each book in this library is trapped so that anyone attempting to take a book out of the library without authorization (from a librarian who is now millennia dead and gone) triggers one of the following spells, rolled randomly on d%:

01-50: *Shocking grasp,* dealing 1d8+10 points of electrical damage (no save). This is an EL 2 trap.

51-80: *Summon monster V,* which summons forth a Medium-size air elemental to attack the thief. This is an EL 3 trap.

81-95: *Feeblemind,* which is negated by a successful Will save (DC 18, 22 for wizards and sorcerers). This is an EL 4 trap.

96-00: *Disintegrate,* which deals 5d6 points of damage on a successful Fortitude save (DC 19). This is an EL 5 trap.

An instant after the first spell discharges, a permanent *teleport* spell returns the book to its original shelf. All spells cast on the books were cast at 12th level for purposes of *dispelling.* None of these traps can be disabled.

Treasure: The ancient library has books from various Ages of Krynn, including some which the PCs have not yet encountered! Unfortunately, all of the works have been translated into the ancient Irda language. This language, while forming the root of most spoken languages on Krynn, has since fallen into disuse. Nevertheless, PCs can read the spines of some of the works with a successful Decipher Script check (DC 25). Titles include: *Mina of the Fifth Age, Comprehensive History of the Age of Dreams, The Soulforge, Wizard's Guide to Time Travel, Practical Travel in the Abyss, Huma of the Lance, Draconian Measures,* and *The Annotated Dragonlance Chronicles.* Reading the books requires the *comprehend languages* spell.

As the DM, you might consider slipping a book of your own into this library as a means of plunging the PCs into an adventure of your own regarding the Anvil of Time!

19. Chapel.

An island of torchlight surrounds a group of figures huddled in the east end of the dark chapel, near the altar.

Four elves—two females and two males—stand here. They are detailed under **Creatures** below.

A successful Search check (DC 15) reveals a secret compartment in the back of the altar. If the PCs noticed the opened compartment in the Fourth Age, no Search check is required. The compartment contains the **Treasure.**

Creatures (EL 9): Sithalan Qualeni, an elf captain from the nation of Silvanesti, has hunted the dragon Magna (area 1) to this complex. Officious and proud, Sithalan nevertheless gladly joins her group to any who can show them how to destroy the monster they have come to kill.

Sithalan Qualeni, Female Silvanesti Elf Ftr5: CR 5; Medium-Size Humanoid (6 ft. 2 in. tall); HD 5d10+15; hp 49; Init +2 (Dex); Spd 20 ft.; AC 17 (+2 Dex, +5 masterwork chainmail); Atk +7 melee (1d8+1/crit 19-20, masterwork longsword); or +5 melee

(1d8+1/crit 19-20, masterwork longsword), +5 melee (1d6+1/crit 19-20, short sword); or +7 ranged (1d6/crit ×3, shortbow); SQ immune to *sleep* spells and effects, +2 racial bonus to saves against Enchantment spells and effects, low-light vision; AL NG; SV Fort +7, Ref +3, Will +2; Str 12, Dex 15, Con 16, Int 13, Wis 12, Cha 13.

Skills: Climb +1*, Handle Animal +4, Jump +0*, Listen +2, Ride +7, Search +2, Spot +2, Swim +0*; *Feats:* Ambidexterity, Combat Reflexes, Dodge, Two-Weapon Fighting. * These skills are reduced by the -4 armor check penalty of Sithalan's masterwork chainmail.

Possessions: Masterwork chainmail, masterwork longsword, short sword, shortbow with 20 arrows, backpack, spyglass, blanket, 50-foot silk rope with grappling hook.

Silvanesti Elves, Male and Female Elf War3 (3): hp 20 each; see area **34** in the Fourth Age for complete statistics.

Treasure: Hidden inside the altar's secret compartment is a Temporal Code (see "Temporal Code Table" for details) written on a brittle piece of parchment.

20. Up-down. The Up-down in this age functions as described in the Age of Dragons.

21. Guardian Statue. This encounter is identical to the one described in the Age of Might except that the animated bronze statue clutches an additional item (see **Treasure** below) in one balled fist. Destroying the statue causes the right fist to open and spill forth the hidden item.

Treasure: The bronze statue clutches a green Transport Gem in its right fist.

24. Apprentice Quarters. The west wall in this location is solid unless the PCs have fought the red dragon in area **2**.

25. Apprentice Commons. Two men sit at the table, both leaning forward in earnest discussion. They leap up from the table when they notice the PCs, instinctively reaching for their weapons, but they do not attack first.

Creatures (EL 10): One of the figures is Huma, the mythic dragonslaying hero from the Third Age. The other is his cleric companion, Arlis Treval. They are studying a mystical lance on the table between them and discussing how it might best be used to help the elves in the chapel (area **19**) attack and kill the red dragon Magna (area **1**). Neither Huma nor Arlis recognize the weapon as anything except a strangely designed—and possibly enchanted—lance. PCs who make an Intelligence check (DC 10) or bards who make a successful Bardic Knowledge check (DC 10) realize that the weapon is actually a *dragonlance* from a later age (see sidebar). Although Magius has warned them not to effect changes to the timeline, Huma and Arlis are willing to join with the PCs in defeating the red dragon.

Thanks to the Anvil of Time and the meddling of his wizard friend Magius, Huma is in the right place at the wrong time so far as history is concerned. He does not understand the Time Bridge or how it functions, relying on Magius to get them out after he's finished researching in the library (area **17**) and once the red dragon is defeated.

Huma is an unassuming, rather shy man with a quiet voice and gentle manor. He is nevertheless a fierce warrior. He often gets emotional when the battle is over and has been known to weep openly after killing even the most vile creatures. Huma would be more happy behind a plow than a sword. Fate has played its hand, however, and he is one of those who despite his gentle nature has had destiny thrust upon him.

Huma will gladly aid the PCs any way he can once he determines they are of good nature and noble in spirit. Should Huma be in danger of destruction, however, Magius steps in at the very last moment to save him. Eventually, barring interference by the PCs, Magius will aid Huma in returning to their own time.

Arlis Treval is quiet and pensive, rarely speaking to anyone directly save Huma and Magius.

Huma, Male Human Ftr8: CR 8; Medium-Size Humanoid (5 ft. 8 in. tall); HD 8d10+16; hp 68; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (+7 half-plate armor); Atk +14/+9 melee (2d6+7/crit 17-20, greatsword with Improved Critical, Weapon Focus, and Weapon Specialization feats); or +14/+9 melee (1d6+6/crit ×3, light *dragonlance*); AL LG; SV Fort +8, Ref +7 (includes Lightning Reflexes feat), Will +5; Str 20, Dex 16, Con 15, Int 8, Wis 14, Cha 13.

Skills: Climb +0*, Handle Animal +3, Jump +0*, Ride +6, Swim +0*. *Feats:* Combat Reflexes, Improved Critical (greatsword), Improved Initiative, Leadership, Lightning Reflexes, Mounted Combat, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword). * These skills are reduced by the -7 armor check penalty of Huma's half-plate armor.

Possessions: Half-plate armor, greatsword, light *dragonlance* (see sidebar), blacksmith's tools, 50-foot rope with grappling hook, bullseye lantern, oil flask, signet ring.

Tactics: At this point, Huma has had little experience using *dragonlances* and gladly allows a PC to wield it against the dragon while he relies on his trusty greatsword.

Arlis Treval, Male Silvanesti Elf Clr5 (Kiri-Jolith): CR 5; Medium-Size Humanoid (5 ft. 10 in. tall); HD 5d6+5; hp 33; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +3 leather armor with *magic vestment* spell, +1 small shield); Atk +5 melee (1d8+2, morningstar); or +4 ranged (1d8/crit 19-20, light crossbow); SQ immune to *sleep* spells/effects, +2 racial bonus to saves against Enchantment spells/effects, low-light vision; AL LG; SV Fort +5, Ref +2, Will +7; Str 14, Dex 12, Con 12, Int 10, Wis 16, Cha 13.

Dragonlance

A *dragonlance* is a weapon of legend created to defeat evil dragons. It is fashioned from some unknown but naturally radiant silver metal, and its head is sharpened to a fine point with small barbs protruding from the sides.

A footman's version of the *dragonlance* measures 8 feet long and is treated as a *+1 light lance*. The mounted version measures 16 feet long and is treated as a *+1 heavy lance*.

Dragonlances deal double damage when used from the back of a charging mount. The heavy *dragonlance* has a 10-foot reach but can't be used against an adjacent foe; further, it often comes with a shield guard attached to it, giving its wielder a +2 shield bonus to AC.

Against dragons, a *dragonlance* deals triple damage (3d6+3/crit ×3 for the light version, 3d8+3/crit ×3 for the heavy version). It also negates a dragon's damage reduction, if any. Thus, even the mightiest wyrms fear its sting. The making of these weapons is lost, making them minor artifacts and beyond price.

Skills: Concentration +6, Diplomacy +3, Heal +10, Knowledge (religion) +2, Listen +5, Search +2, Spellcraft +2, Spot +5. *Feats:* Extra Turning, Skill Focus–Heal.

Spells (5/4+1/3+1/2+1): 0 (DC 13)–*guidance* (×2), *light, read magic, resistance;* 1st (DC 14)–*detect evil, divine favor, magic weapon* (×2), *protection from chaos*;* 2nd (DC 15)–*augury, clam emotions*, hold person, sound burst;* 3rd (DC 16)–*magic circle against chaos*, magic vestment* (already cast), *searing light.*

* Domain spells. *Domains:* Destruction (smite 1/day; +4 to hit, +5 damage), Law (casts law spells as Clr6).

Possessions: Leather armor, small steel shield, morningstar, light crossbow with 12 bolts, backpack, bedroll, healer's kit.

Tactics: Before entering battle, Arlis casts *magic weapon* spells on his morningstar and Huma's greatsword, *divine favor* on himself, and *magic circle against chaos.*

Development: Magius, Huma, and Arlis intend to take the *dragonlance* with them when they leave the Anvil of Time and fight for its custody, if necessary. If they are close to defeat, they surrender the *dragonlance* and make good their escape.

28. West Laboratory. An intact alchemist's workbench stands in the northeast corner, while an altar rests against the south wall. The **Creatures** occupying this room carry **Treasure** #1. A successful Search check (DC 10) yields **Treasure** #2.

Creatures (EL 6): More minotaurs are pillaging! They attack the PCs on sight and fight until slain.

Minotaurs (2): hp 39 each; see *Monster Manual 137.*

Treasure #1: The minotaurs carry 100 pp, 800 stp, a red garnet (120 gp), and a topaz (600 gp).

Treasure #2: A Temporal Code (see "Temporal Code Table") can be found amid the debris on the alchemist's workbench.

29. Guardian Room. This encounter is identical to the one described in the Age of Might.

33. Winch Adjustment Rooms. None of these rooms contain creatures or treasure. (For example, there are no Ergothian coins in area **33b** and no phase spider lurking in area **33f**.) Otherwise, the rooms are as described in the Age of Dragons.

34. "The Cube." The PCs must contend with the three elven warriors who occupy the chamber during this age. See this room's description in the Age of Dragons for details.

Concluding the Adventure

Once the PCs have replaced the shattered gems in the Crystal Globe room (area **16**) with the green Transport Gems, the exit portal in area 1 will function properly. The controls for the exit portal are every bit as complicated as the Bridge of Time, however. Moving the controls without a proper combination of settings "detunes" the teleporter and makes it non-functional once again. To recall the previous settings requires an Intelligence Check (DC 25) to set it back where it once was.

PCs who jump through the exit portal in area 1 find themselves returned to the exact same moment and in the exact same position as when they were *teleported* into the Anvil of Time in the first place. At that time, read the following:

> In a flash, you fall down a corridor of light and stand, quite suddenly, before Harland Hightale. The bard appears to be continuing his story to you as though nothing has happened.

Describe the surroundings as they were before the PCs were *teleported* into the Anvil of Time. The PCs retain all the treasure that they brought with them, as well as any experience points they acquired during the adventure. Any change in their appearance will be completely ignored by others, as though they looked that way all along.

Continue Harland's tale as though he were continuing without interruption. Use the following guidelines to finish his tale:

If Harland was telling the Tale of Battle (Huma): Begin as in mid-story by describing the battle the PCs fought against the red dragon, Magma. Make Huma the great hero of the story and be sure to both exaggerate and get most of the actual facts wrong. Then say something to this effect: "The old legends sing of the names of Huma's valiant companions . . ." then name two or three of the PCs and give outrageously exaggerated descriptions of their own actions during that battle. When the players react, read the concluding description below.

If Harland was telling the Tale of Doom (Soth): Begin as though in mid-story as follows: "Lord Soth, in those younger days, was a proud and powerful man. He destroyed the wizards of the Anvil in the name of truth and good but poisoned his heart in his zealousness! Yet there were those, they say, who tried to warn him of the doom to come . . . travelers from strange paths who prophesied his doom in that mysterious place!" Then name two or three of the PCs and give outrageously exaggerated descriptions of their own actions during the Age of Might. When the players react, read the concluding description below.

Encounter Level Chart

Summarized below are the Encounter Levels (EL) for all of the encounters in "Anvil of Time."

Age of Dragons (Fourth Age)

Area	Encounter Description	EL
6	Baaz Draconians (4)	4
8	Small Monstrous Spiders (6)*	3
11	Ghouls (4)	4
15	Baaz Draconians (5)	5
16	Darmath Goodfellow, MAle Human Rog3	3
33F	Phase Spider (1)	5

Age of Might (Third Age)

Area	Encounter Description	EL
1	Solamnic Knights, Male Human Ftr3 (5)	8
5	Apprentices, Male Human Wiz3 (4)	7
7	Ergothian Mercenaries, Human War2 (4)	4
8	Small Monstrous Spiders (6)	3
11	Lithebit Winderkin, Female Kender Rog4	4
13	Merdos Kardan, Male Human Clr6	6
	Unconscious Solamnic Knights	
15	Lord Soth, Male Human Pal10	12
	Solamnic Knights, Male Human Ftr3 (2)	
16	Fistandantilus' *Simulacrum*, Wiz7	7
	Fireblast Trap	4
20	Apprentices, Female Human Wiz3 (3)	6
21	Animated Bronze Statue (1)*	5
29	Gnodi, Female Gnome Ghost Exp4*	5

Age of Light (Second Age)

Area	Encounter Description	EL
1	Magna, Female Juvenile Red Dragon	9
8	Small Monstrous Spiders (6)*	3
10	Lornivan Quistar, Male Silvanesti Elf Brd3	3
14	Minotaurs (2)	6
15	Elisand, Female Human Ghost Wiz5	7
17	Magius, Male Human Wiz10	10
	Shocking Grasp Trap	2
	Summon Monster V Trap	3
	Feeblemind Trap	4
	Disintegrate Trap	5
19	Sithalan Qualeni, Female Silvanesti Elf Ftr5	9
	Silvanesti, Female & Male Elf War3 (3)	
21	Animated Bronze Statue (1)*	5
25	Huma, Male Human Ftr8	10
	Arlis Treval, Male Silvanesti Elf Clr5	
28	Minotaurs (2)	6
29	Gnodi, Female Gnome Ghost Exp4*	5
34	Silvanesti, Male Elf War3 (3)*	5

* These encounters span more than one age. However, creatures defeated in one age are not encountered again in other ages.

Harland becomes indignant! "What's this? You mock me? I swear to you all that I have said is true! A tale from the most ancient of days—and better days than this, I can tell you! Why I should . . ."

Harland stops, his eye suddenly catching on a piece of treasure you acquired from your journeys through time. "Say, that is most unusual!" Harland exclaims. "Surely there's a story worth hearing! Perhaps you could tell me your tale?"

Of course, if the PCs attempt to tell him where the item really came from, Harland will think the PCs are mocking him again! The PCs might also need to explain any "new party members" (such as Darmath Goodfellow and Lithebit Winderkin) who might have accompanied them through the exit portal.

Further Adventures

The Anvil of Time is a gateway to adventure! While the PCs only discover two working codes for the Bridge of Time and have no other direction codes for the exit portal other than their own previous location, such codes might well be found in the depths of a DM's imagination! The Anvil of Time will serve you well on those occasions when your PCs need a very different place or time to explore. Ω

Tracy Hickman is the author of several classic adventures, including the Desert of Desolation *series and the original* Ravenloft *adventure (with wife and co-author, Laura Hickman). Of course, you probably know him as a bestselling novelist. His newest novel,* Dragons of a Lost Star, *can be found on store shelves this month!*

Draconian, Baaz

Medium-Size Monstrous Humanoid
Hit Dice: 2d8+4 (13 hp)
Initiative: +0
Movement: 20 ft.
AC: 16 (+6 natural)
Attacks: 2 claws +2 melee, or halfspear +2 melee
Damage: Claw 1d4, Halfspear 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Death throe
Special Qualities: Spell Resistance 11, glide, disease immunity, low metabolism
Saves: Fort +2, Ref +3, Will +2
Abilities: Str 10, Dex 11, Con 14, Int 10, Wis 9, Cha 10
Skills: Bluff +5, Disguise +5, Gather Information +5, Listen +5, Spot +4
Feats: Alertness, Run

Climate/Terrain: Any land
Organization: Band (4d10)
Challenge Rating: 1
Treasure: Half standard
Alignment: Usually neutral evil
Advancement: 3-6 HD (Medium-size)

Draconians are creatures unique to Krynn. Originally a magical perversion of evil perpetrated on the eggs of good dragons (brass dragons in the case of Baaz draconians), these creatures have grown to become a life force independent of their magical roots. Only one type of draconians appears in this adventure. (D&D statistics for the other types are presented in *Draconian Measures,* a DRAGONLANCE novel by Don Perrin with Margaret Weis.)

Draconians have short, stubby tails, lizard snouts, and scaly bodies. Their coloration serves as a dim reminder of the dragons from which they were spawned. Baaz scales have an unmistakably brassy coloration.

While Baaz draconians have wings, they can't truly fly. Draconians move either by walking upright, running on all fours while flapping their wings, gliding down from heights (for a distance four times greater than the height from which they launched), or running on all fours while flapping their wings. This latter form of movement is their fastest, and it kicks up an intimidating dust cloud on the battlefield.

Draconians are drawn to evil dragons and revere them. They serve dragons willingly and eagerly, while only reluctantly serving leaders of other species. When a dragon commander is within line of sight or when entering a battle under the command of a dragon (in the chain of command), draconians receive a +1 morale bonus on all attack rolls and saving throws.

A draconian's life span is unknown. Draconians are reptilian and reproduce as other reptiles do. Female draconians lay 2d4 eggs per clutch. All draconians love ale and spirits.

Baaz occupy the bottom rung on the ladder of draconian social order. They are often abused and treated as slaves by other draconians. Female Baaz, with their heightened leadership abilities, have helped elevate the Baaz somewhat.

Baaz draconians are often encountered prowling through civilized lands in disguise. Their size and build is such that they can pass themselves off as human by wearing large hoods and masks and concealing their wings under robes. Baaz males serve as scouts and spies, while female Baaz are rapidly becoming highly prized managers and low-ranking military commanders.

Baaz are the physically weakest and most plentiful of all draconians. Male Baaz stand between 5 feet and 6 feet tall, with the majority of them being on the short side. Female Baaz tend to be lighter in build than males.

Combat

Baaz draconians are proficient with all simple and martial weapons.

Death Throe (Su): On the round that a Baaz reaches 0 or fewer hit points, its body turns to stone. The creature that struck the deathblow must roll a successful Dexterity check (DC 13) or have his weapon fused to the draconian. The Baaz "statue" crumbles to dust after 1d4 minutes. Items carried by the Baaz are unaffected by the petrification and subsequent dissolution. Any stuck weapons can be retrieved after the Baaz crumbles away.

Glide (Ex): A Baaz can use its wings to glide, negating any damage from a fall of any height and allowing it to travel horizontally up to four times the vertical distance descended.

Disease Immunity (Ex): Baaz draconians are immune to all natural diseases.

Low Metabolism (Ex): Baaz draconians can survive on one-tenth the food and water it takes to sustain a human.

Kender

Small Humanoid (Kender)
Hit Dice: 1d8 (4 hp)
Initiative: +2 (Dex)
Speed: 20 ft.
AC: 14 (+1 size, +1 Dex, +2 leather armor)
Attacks: Hoopak +1 melee or +3 ranged, or dagger +0 melee
Damage: Hoopak 1d4-1 (melee) or 1d4 (ranged), dagger 1d4-1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Kender taunt, kender traits
Special Qualities: Kender traits
Saves: Fort +0, Ref +3, Will -1
Abilities: Str 8, Dex 13, Con 10, Int 11, Wis 8, Cha 11
Skills: Climb +2*, Jump +1*, Hide +7, Intuit Direction +1, Move Silently +4*, Pick Pocket +5*
Feat: Run

Climate/Terrain: All
Organization: Group (2-5), Gathering (6-12), Taleswap (13-50)
Challenge Rating: 1/2
Treasure: Standard (but see below)
Alignment: Usually chaotic good
Advancement: By character class

Kender are diminutive, insatiably curious, and fearless humanoids with an uncanny knack for getting into trouble.

Kender resemble human children, though more heavily muscled. Male kender are typically 3 ft. + 2d6 in. tall and weigh close to 75 pounds; female kender are typically 3 ft. + 1d6 in. tall and weigh close to 60 pounds. Adult kender rarely exceed 4 feet tall or weigh more than 100 pounds. Kender have distinctive pointed ears. They have sandy blond, light brown, dark brown, copper-red, or red-orange hair, usually worn long with many varieties of braids and ponytails. Feathers, ribbons, flowers, and other colorful items are often woven into their hair. Kender are fair skinned but tan quickly, becoming dark brown by midsummer. Their eyes are variously pale blue, olive, light brown, and hazel.

Kender clothing varies widely but tends to be colorful and bright. Soft leather is a particularly favored material for clothing, especially if dyed bright colors and tooled with designs.

Kender have no concept of personal property, constantly "borrowing" things from others without telling them. A kender is constantly picking up and putting down items that invariably end up in pockets, pouches, bags, backpacks, or other places hidden about the kender's person. In addition to standard treasure, a kender typically carries 1d20 miscellaneous trinkets and curiosities of wildly varying value (worthless to priceless, at the DM's discretion).

Combat

Kender are clever combatants, devising unexpected or unorthodox tactics. Their favorite weapon is the stafflike *hoopak*. Made from resilient wood, one end of the hoopak is forked like a slingshot and has a leather pocket mounted between the forks. The other end is pointed and shod with metal or hardened by fire. It serves as both a melee and ranged weapon.

Hoopak: Cost 1 gp; Damage 1d4 (sling) or 1d4 (staff); Critical ×2; Range Increment 50 ft.; Weight 3 lb.; Type B.

Kender seldom wear armor heavier than leather or padded and shy away from metal armor of any kind.

Kender Taunt (Ex): A kender can enrage foes by taunting them with verbal abuse. This is a mind-influencing effect and a free action; it affects only one target at a time, although the kender can elect to switch targets on its turn.

To successfully taunt a foe, the kender must perform an opposed Bluff check against the target's Sense Motive check. If the kender succeeds, the target becomes enraged and suffers a -2 morale penalty to AC as long as the kender continues taunting it. An enraged creature can make a Will saving throw (DC 15 + the kender's Cha modifier) each round after the first to overcome the taunting, after which it cannot be affected by the taunts of that particular kender for 1 day.

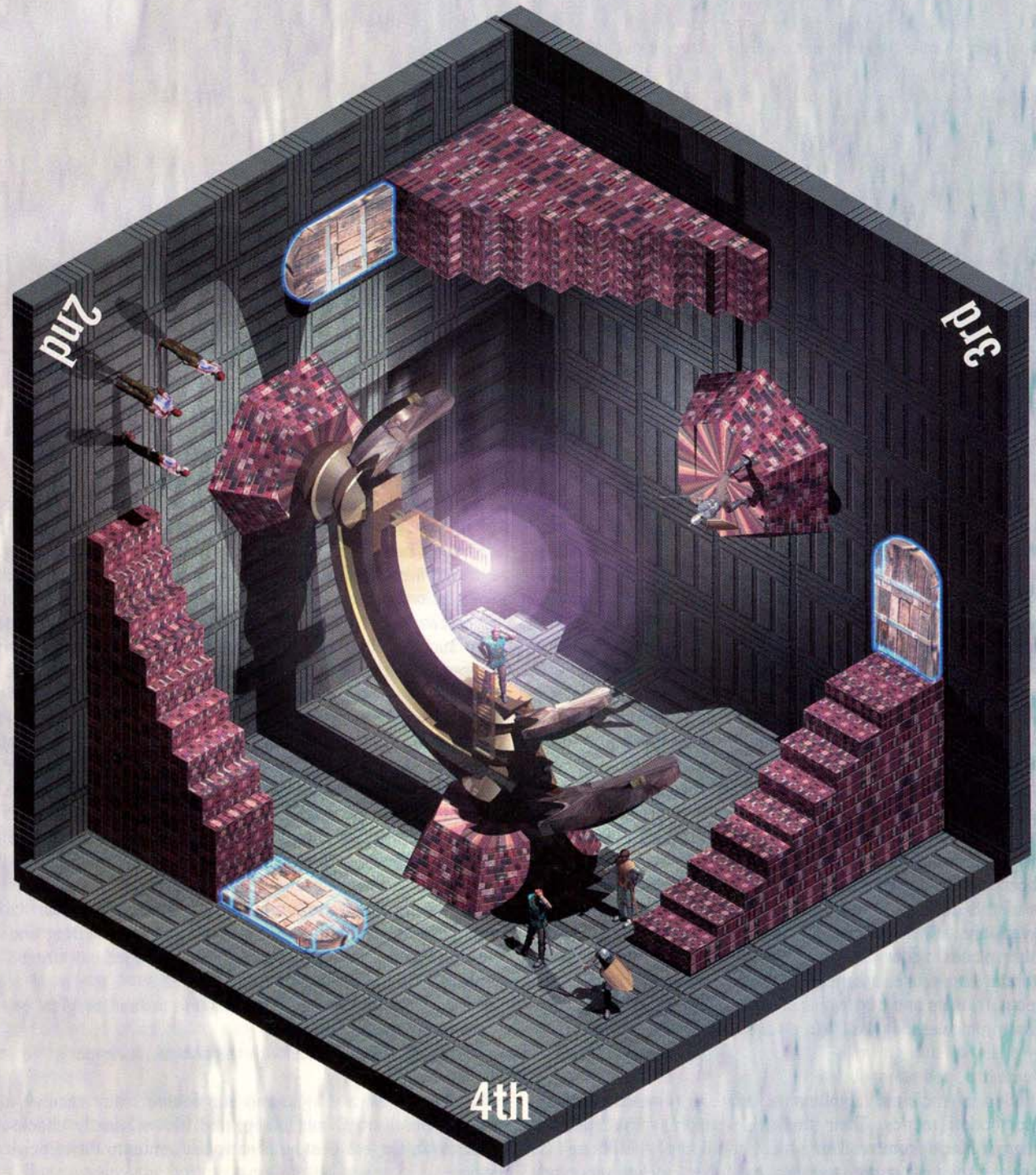
Kender Traits (Ex): Kender have the following racial traits:

- +2 Dexterity, -2 Strength, -2 Wisdom.
- Small: Kender gain a +1 size bonus to AC and attack rolls and a +4 size bonus to Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters those of Medium-size creatures.
- Fear Immunity: Kender are immune to fear, magical or otherwise.
- +1 racial attack bonus with the hoopak, a kender's favored weapon.

***Skills:** Kender are agile and surefooted. They receive a +2 racial bonus to Climb, Jump, and Move Silently checks. Their nimble fingers bestow a +2 racial bonus to Pick Pocket checks.

Favored Class: Rogue.

Handout A



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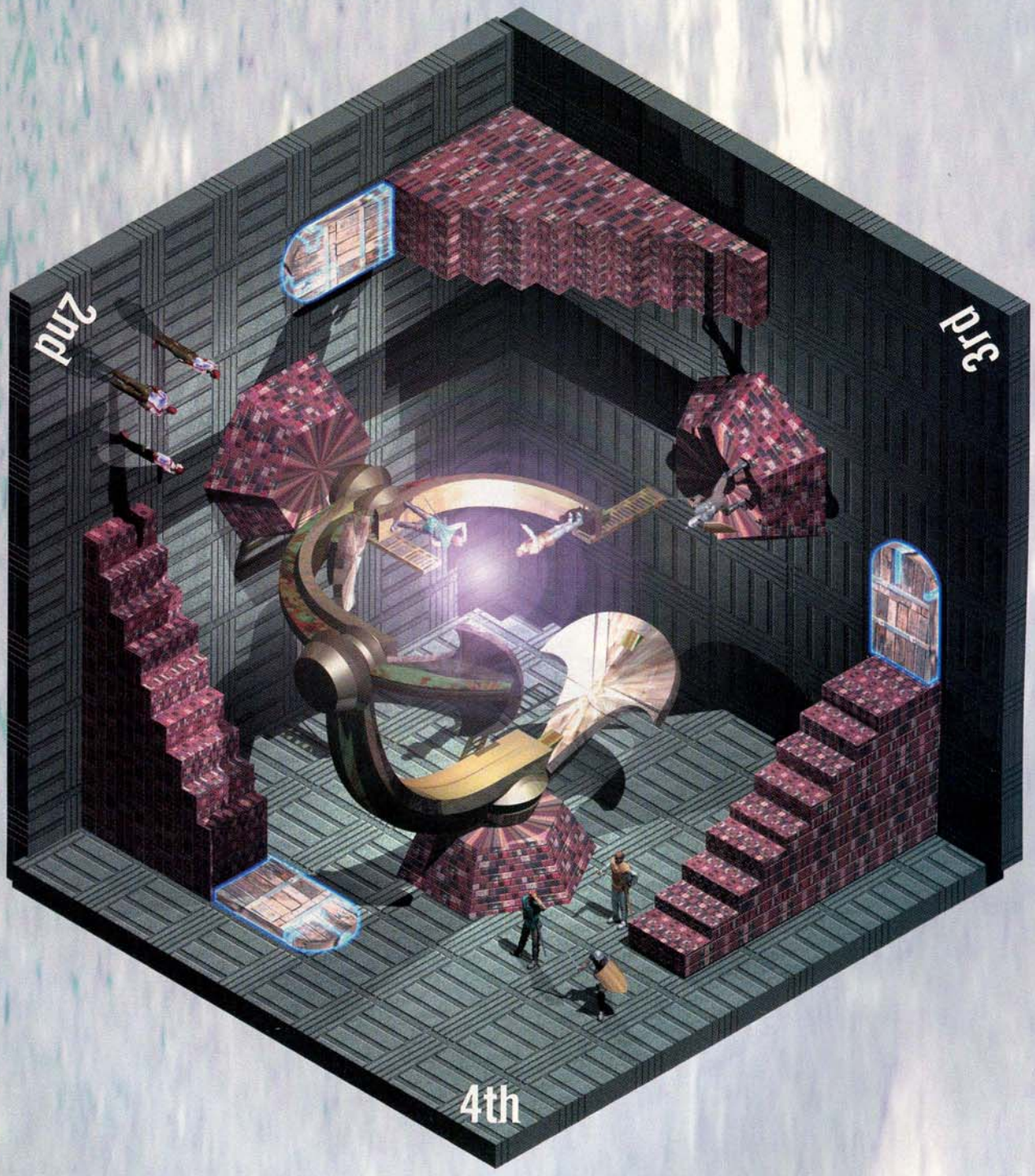

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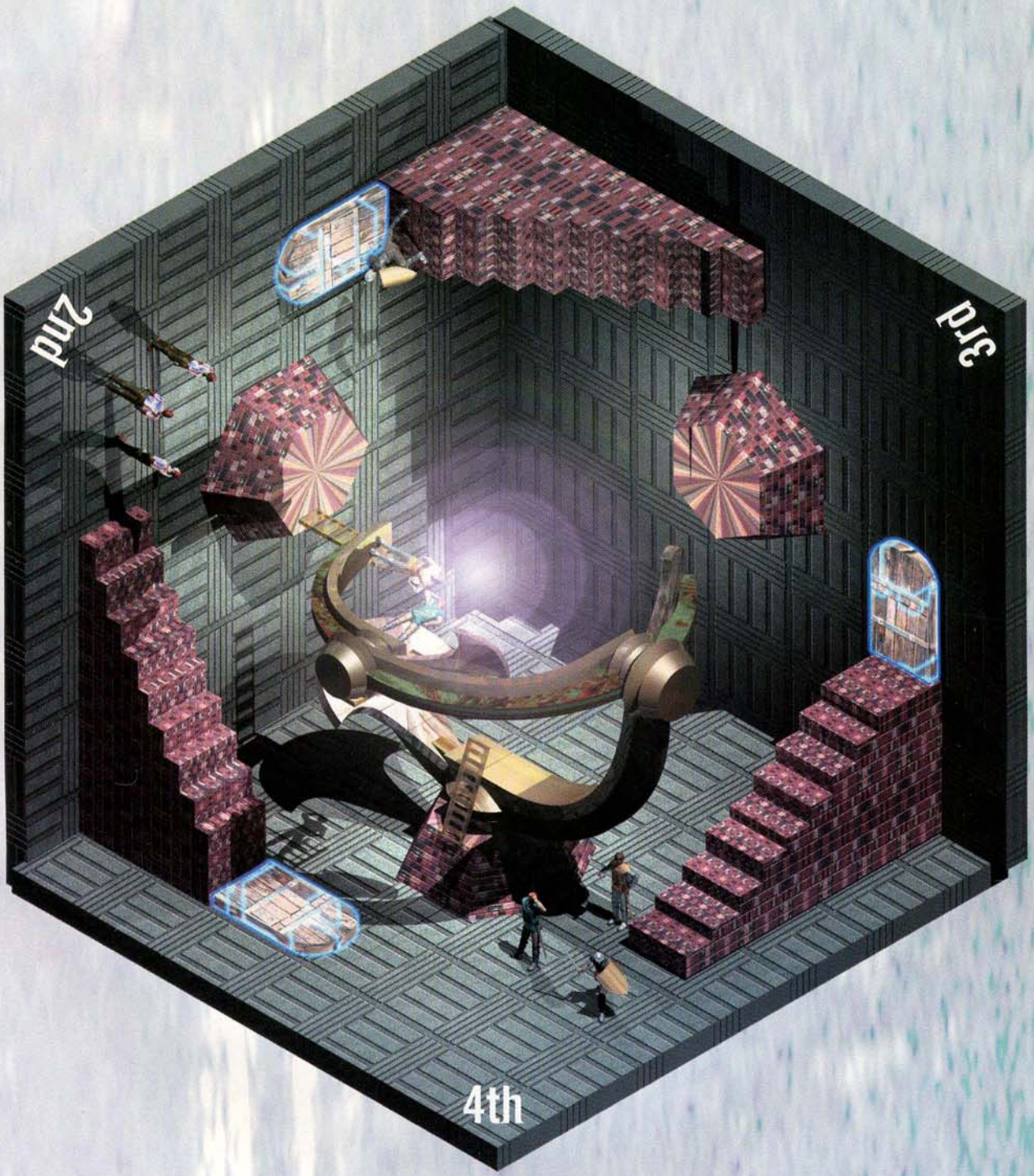

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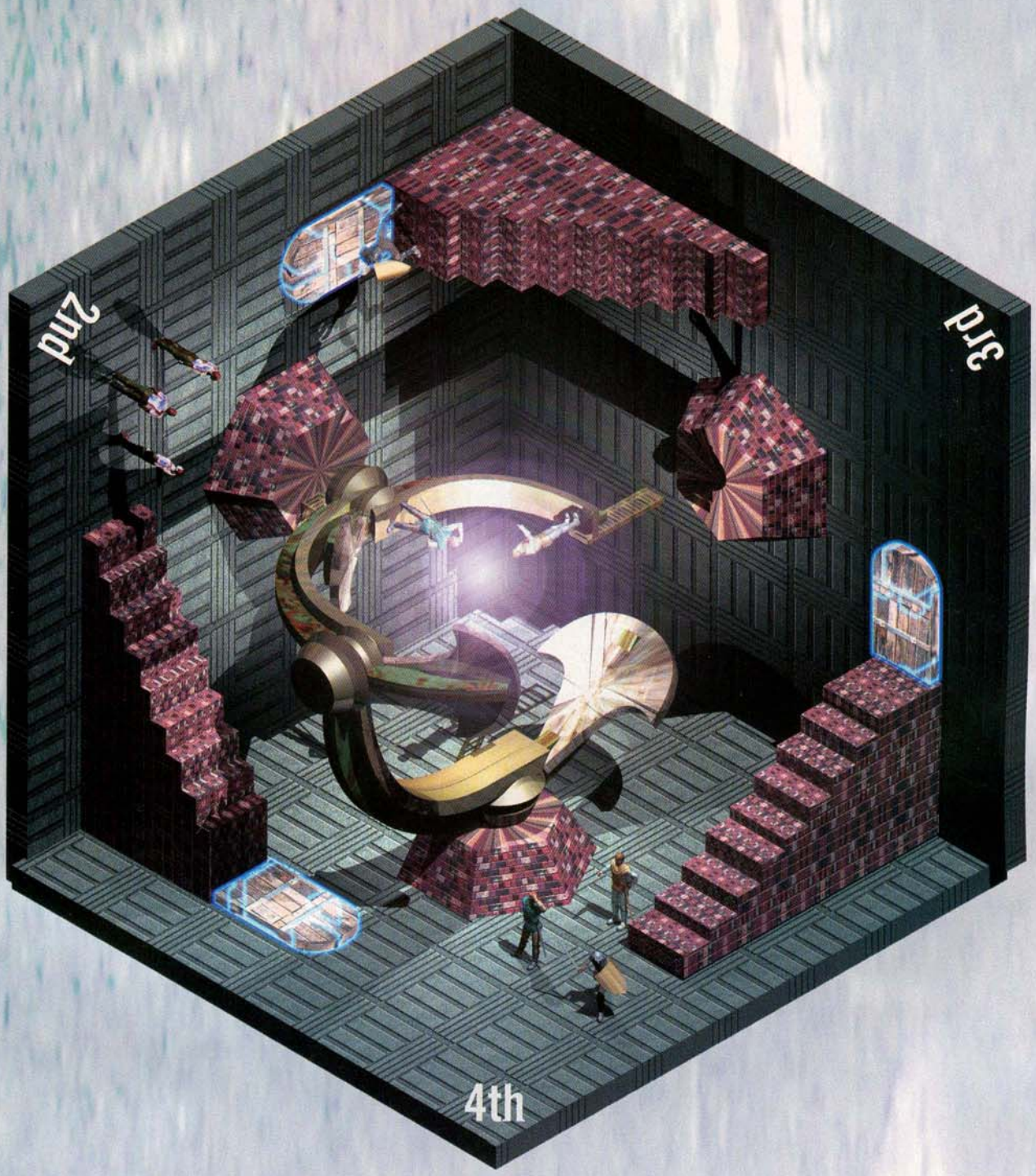

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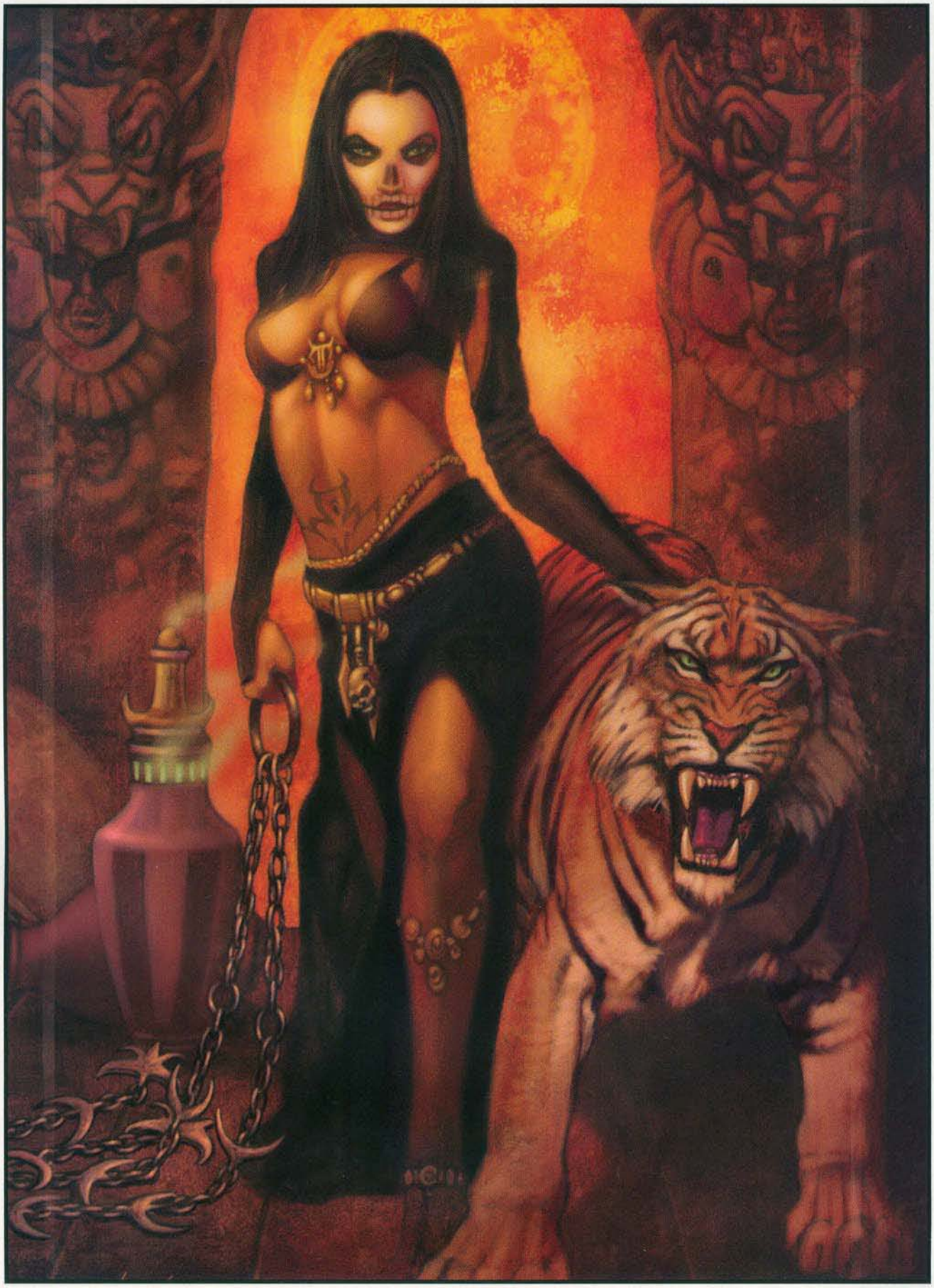


Rana Mor

Quest for the Rain Tiger

by Rich Baker

artwork by Marc Sasso • cartography by Diesel

"Rana Mor" is a D&D adventure designed for four 6th-level characters. The adventuring party should include at least one cleric, and a character with outdoor skills such as a barbarian, ranger, or druid will be very useful. Most encounters are set at Encounter Level 6, but the adventure can be modified for weaker or stronger parties by adjusting the number of monsters or villains encountered. See the "Scaling the Adventure" sidebar for some specific suggestions for modifying the scenario.

Monsters Non-Player Characters (NPCs) Objects Settlements Traps

Adventure Background

The Rangka Empire was a league of martial city-states that existed in the remote south until the death of the legendary Seer King five centuries past. Chaos and plague swept the land in the wake of the king's death, and the cities fell to magical plagues and internal strife. Today, nothing remains of the Rana people but jungle-covered ruins and scattered tribes that have forgotten the glory of their ancestors.

At the height of the empire, the kings of Rangka Bandan were buried at the temple-city of Rana Mor, a hundred miles from the old capital. In the decades that followed the end of the Rangka Empire, the priests of Rana Mor fell into darkness. The corrupt Priest-Lord Sangket led them to the worship a death god called Nhar Phull, an aspect of Nerull. For a time Rana Mor stood as a center of evil and desecration, but the Rana people slowly deserted the stone cities and great temples. Rana Mor was abandoned about three hundred and fifty years ago.

Today, the jungle has reclaimed Rana Mor. The canals are choked with silt and grass, the plazas are covered with trees, and thick vines are slowly weathering the stone buildings to rubble. The jungles surrounding the city are now watched by the descendants of the city's inhabitants, a depraved tribe (the Banda) that worships the darkness lurking in the city's temples.

Adventure Summary

The heroes begin in the seaport of Coral Bay, on the shores of a large island in the southern ocean. They've been hired by the merchant-mage Balama Theron to recover the legendary Rain Tiger emerald. Theron has been researching the emerald for years, and she believes that it is actually a *gem of spell storing*. She recently stumbled across a document that indicates that the Rain Tiger might be part of the funerary wealth of the Seer King of the long-lost Rangka Empire. Theron wants the player characters (PCs) to journey to the temple complex of Rana Mor and recover the Rain Tiger.

For the Players

The PCs begin the adventure in the port of Coral Bay. They might have come here for several reasons:

- Fulfilling a contract with a merchant to guard a vessel full of valuable cargo from pirates;
- Searching the south seas in search of a legendary oracle or a lost wizard's tower;
- Sailing the exotic southern seas in search of adventure.

Decide on a motivation that works best for your party—you want the heroes to be free of previous entanglements and ready to take on a new mission. Read or paraphrase the following when you're ready to start:

You've spent the past few days in the town of Coral Bay, a coastal merchant outpost. Coral Bay sits at the mouth of the Ran Pe river; it's a small island of civilization in a region of dazzling blue sea and verdant jungle-covered islands.

The sea-merchants established Coral Bay a few years back to harvest gemstones, spices, ivory, and tropical hardwoods from the wild coasts, trading iron tools, textiles, and other manufactured items to the local tribes. Northern settlers have carved out a few miles of plantations and grazing lands in the humid grasslands of the coast, but Coral Bay is a frontier town—the jungle begins a few miles to the south, and no civilized person knows for certain what secrets lurk in the trackless forests.

On the morning of the last day of your intended stay, the town is surprised by the arrival of an unexpected visitor—the sloop *Blue Heron,* a slim coaster carrying the pennant of the Blue Star Company. Shortly after the sloop anchors, you are approached by a messenger bearing an invitation to meet with Lady Balama Theron aboard her vessel on a matter of business. The invitation promises to make it worth your while.

Clearly, the heroes ought to accept the invitation if they have any interest in adventure. If they ask around town before accepting, they find that Balama Theron and the Blue Star Company are well known in the area. Lady Theron's company is a minor trading coster specializing in small, high-value cargoes such as ivory, spice, and gemstones. She's considered a little eccentric, but she has an excellent reputation for fair play and generosity. Continue with the text below:

Two sailors in the *Blue Heron*'s longboat row you out to the waiting sloop. A short, dark-haired woman of striking good looks greets you at the rail. She dresses in loose-fitting pants, high boots, and a short light jacket, and she wears a scimitar at her side. "I am Balama Theron, master of this ship," she says with a smile. "Welcome aboard the *Blue Heron*. Let's talk business."

Balama leads you to the master's cabin, a teak-paneled stateroom at the ship's stern, and sits behind a small writing desk. "I need your help," she says. "About a hundred and thirty miles south of here lie the ruins of Rana Mor, the old temple-city of the Rangka Empire. Something I'm looking for is probably buried there, in the tomb of the Seer King. If we can get to his crypt, I think I can open it, but it's a dangerous journey, and the city is reputed to be haunted by terrible monsters.

"I heard that your company was in Coral Bay. You come highly recommended; I'd like to hire you to help me get into Rana Mor, recover what I need, and then get home again in one piece. Are you interested?"

Balama Theron is perfectly willing to discuss her exact intentions, once she feels that the heroes are likely to take the job. She is willing to pay an advance of 1,000 gp, plus 1,000 more on her safe return to Coral Bay, with an additional bonus of 1,000 gp if she recovers the Rain Tiger. She'll pay up to a total of 5,000 gp if the PCs succeed at a Diplomacy check (DC 25). Balama also points out that, with the exception of the Rain Tiger, she's willing to allow the heroes a 75% cut of all other treasure or valuables recovered.

Some specific responses she makes to particular questions are listed below.

Rana Mor? What's that? "The Rangka kings were buried at Rana Mor, a temple city about a hundred miles upriver. The city was abandoned about five hundred years ago. The ruins are supposed to be spectacular, although they've only been visited once or twice in the past one hundred years."

What do you want there? "I'm looking for a magical gem called the Rain Tiger, once owned by the Seer King. Sorry, that item is non-negotiable; I keep the gem. But you'll be well paid for helping me to get it."

Why do you want the Rain Tiger? "I deal in rare and powerful magics, and I think I'll be able to fetch a very handsome price for the gem."

What kind of trouble do you expect? "I'm not sure. The burial vaults at Rana Mor were legendary for their deadly traps and the zealousness of their priestly guardians. In my research I've discovered the glyphs used to protect the Seer King's crypt, so I believe I can bypass some of the defenses. The priests are long gone now.

"Between here and Rana Mor, the jungle is filled with dangerous monsters and hostile tribes. If we stick to the river, we should avoid most of that."

How do we get there? "The Ran Pe is deep and wide. We'll leave the *Blue Heron* here and sail upstream in the *Starchaser*, a small sloop I've bought. There's a gorge and waterfall about one hundred and ten miles upstream that we can't pass. We'll hike from there."

When do we leave? "I need to provision the ship, which should take a day or so. I intend to leave at first light the day after tomorrow, although I suppose I could wait a day or two more if you have business to attend to first. I'm hoping we can get to Rana Mor and back within two weeks."

Scaling the Adventure

This adventure is designed for a party of four 6th-level PCs. You can also run the adventure for smaller groups of higher level and larger groups of lower level.

Modifying the adventure for groups of four lower- or higher-level PCs is a simple matter if you follow the general guidelines below:

3th- to 5th-level PCs

Be wary of encounters with ELs higher than the average level of the party. Too many of these encounters can destroy the party, particularly if the PCs aren't able to rest or heal in between.

If the Encounter Level (EL) of an encounter exceeds the party's average level by 4 or more, the encounter is probably too hard, particularly if the PCs are weakened. An EL 7+ encounter, for instance, is probably too tough for a party of four 3rd-level PCs, even at their full strength. In such instances, you might remove the encounter, reduce the opposition in the encounter, or give the PCs more than one way to avoid or overcome the encounter (by allowing opportunities to parley or retreat, for instance). To allow the PCs time to recuperate, consider minimizing the chances of random encounters, and allow them a safe retreat or place to hide.

Remember that lower-level PCs get more experience (XP) for overcoming higher EL encounters. For details on tailoring encounters, see Chapter 4 of the *Dungeon Master's Guide*.

7th- to 10th-level PCs

This adventure, as written, should prove challenging even to higher-level groups, particularly if the players are less experienced. However, there are ways to make the adventure even more challenging:

- Add another chuul to area **C** and another digester to area **G**, and have the monsters use flanking attacks.
- Apply the Fiendish Creature template to typical creatures (like the giant constrictor snake in area **4** or the tiger in area **21**). Consider making one or more of the Banda half-fiends.
- Increase the levels of the Banda and heucuvas. Only the most powerful foes should have class levels equal in number to the average party level. The Priest-Lord Sangket is the exception and should be 1 or 2 class levels higher than the average party level.
- For 7th- to 8th-level PCs, add a second Large water elemental to area **32**. For 9th- to 10th-level PCs, make the two water elementals of Huge size.
- Have the temple patrolled by one or more flesh golems or girallons. The golems are loyal to Sangket, the girallons to the Banda high priestess in area **22**.

Assuming that the heroes accept Balama's offer, they can spend the next day and a half making whatever preparations they would like to make. Coral Bay is a small town (2,000-gp limit, due to the prosperity and prevalence of the merchants).

Creature (EL 6): Since Balama plans to accompany the PCs on their quest, her statistics are listed below:

Balama Theron, Female Human Rog3/Wiz(Ill)3: CR 6; Medium-Size Humanoid (5 ft. tall); HD 3d6 (Rog) plus 3d4 (Ill); hp 23; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (+4 *mage armor*, +2 *ring of protection*, +2 Dex); Atk +4 melee (1d6+1/crit 18-20, *+1 scimitar*); or +5 ranged (1d8/crit 19-20, light crossbow); SA sneak attack (+2d6); SC evasion, uncanny dodge; AL CG; SV Fort +2, Ref +6, Will +4; Str 10, Dex 15, Con 11, Int 16, Wis 10, Cha 13.

Skills: Balance +8, Bluff +4, Climb +4, Concentration +3, Diplomacy +9, Gather Information +7, Hide +8, Intuit Direction +2, Knowledge (Rana artifacts) +6, Listen +8, Move Silently +8, Open Lock +6, Search +9, Sense Motive +7, Spot +8, Swim +6. *Feats:* Alertness (from familiar), Dodge, Mobility, Improved Initiative, Martial Weapon Proficiency (scimitar), Scribe Scroll.

Possessions: +2 ring of protection, +1 scimitar, wand of magic missiles (3rd level) with 22 charges, two *+2 crossbow bolts*, two *potions of cure light wounds, potion of levitation*, scroll of *dispel magic*, Darrezan's Journal (see sidebar).

Spells (5/4/3): 0—*dancing lights, detect magic, mage hand, ray of frost, resistance;* 1st—*color spray, feather fall, mage armor, shield;* 2nd—*invisibility, mirror image, web.*

Spellbook: 0—*dancing lights, detect magic, mage hand, ray of frost, read magic, resistance;* 1st—*charm person, color spray, feather fall, mage armor, magic missile, shield;* 2nd—*detect thoughts, invisibility, mirror image, resist elements, web.*

Shalla, Cat Familiar: HD 2; hp 11; AC 16; Int 7; adds Alertness feat and +2 to Move Silently checks.

The River Journey

The first obstacle in the PCs' path is the 130-mile journey to Rana Mor. Fortunately, the Ran Pe river runs between Coral Bay and the jungle highlands in which the ruins lie. Balama's sloop, the *Starchaser*, can easily negotiate the broad, slow-moving river for most of its length, averaging 20 miles per twelve-hour day.

The *Starchaser*

Theron's ship is a small sloop (single-masted vessel, fore-and-aft rigged) about 50 feet long with a 15-foot beam. She draws 4 feet of water, and her weather deck is about 3 feet above the waterline, with a 2-foot gunwhale at the bow and stern. The ship is small enough that a single seasoned hand can manage her in open waters, although it takes two sailors to handle the ship in rough or restricted waters.

Creatures (EL 4): Balama's crew includes a half-orc first mate named Hurm Feros and a cabin boy named Terez.

Hurm Feros, Male Half-orc Exp5 (First Mate): CR 4; Medium-Size Humanoid (6 ft. 2 in. tall); HD 5d6+5; hp 24; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 Dex); Atk +5 melee (1d6+2/crit 18-20, scimitar); or +3 ranged (1d8/crit 19-20, light crossbow); AL N; SV Fort +3, Ref +1, Will +4; Str 14, Dex 11, Con 12, Int 13, Wis 10, Cha 10.

Skills: Balance +3, Climb +6, Intimidate +4, Intuit Direction +3, Knowledge (weather) +6, Listen +2, Profession (sailor) +10, Profession (pilot) +4, Spot +3, Swim +6, Use Rope +5. *Feats:* Martial Weapon Proficiency (scimitar), Skill Focus—Profession (sailor).

Possessions: Leather armor, scimitar, light crossbow, pouch containing 22 gp and 35 sp.

Terez, Male Human Exp2 (Cabin Boy): CR 1; Medium-Size Humanoid (4 ft. 10 in. tall); HD 2d6; hp 6; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 leather armor, +2 Dex); Atk +0 melee (1d4-1/crit 19-20, dagger); or +3 ranged (1d8/crit 19-20, light crossbow); AL NG; SV Fort -1, Ref +2, Will +3; Str 8, Dex 14, Con 9, Int 11, Wis 10, Cha 9.

Darrezan's Journal

Balama Theron's information on Rana Mor comes from a slim leather-bound notebook, formerly the property of the wizard Darrezan. Darrezan was a scholar, naturalist, and explorer who traveled extensively in this region of the world. He studied Rangka ruins and collected a wealth of information about the vanished empire, including the story of the Rain Tiger and the Seer King.

Darrezan died more than forty years ago; Balama found his journal by pure chance in the collection of a rare book dealer. She's spent years poring through the wizard's notes and often consults the journal. Balama does not conceal the book, but she doesn't think to offer it to the PCs to examine—she's pretty sure she knows everything she needs to know. It takes an easy Diplomacy check (DC 10) or a little roleplaying to convince Balama that the PCs might see something she's missed.

Darrezan's notes on the Rangka script provide a +5 bonus to Decipher Script skill checks, if the character making the skill check can refer to the journal. (Balama has little talent for languages and found this part of the journal impenetrable.) In addition, a character reading through the journal gleans the following facts at the rate of one per hour of reading (roll a d6 for the order of the information if the PCs read at random):

1. Rana Mor was once dedicated to the Thunder King, the leader of the Rangka pantheon, but in later years it was reconsecrated to Nhar Phull, the death god, by the Priest-Lord Sangket. Darrezan suspects that Nhar Phull is an aspect or pseudonym for Nerull. Other Rangka deities have similar analogues in the northern pantheons.

2. The jungles south of Coral Bay are the territory of the Banda, a degenerate tribe descended from the Rangka people. Darrezan describes them as headhunters and death-worshipers.

3. Rana Mor's central temple guarded the burial crypts of the Rangka kings. Six kings are interred there: Angket Re, Angkien Mu, Suoddhara, Vrimu Atka, Prayasiddhra, and Bhuondisva the Seer-King.

4. Bhuondisva was known as the Seer King because he was a powerful wizard. The Rain Tiger gem was his prized possession.

5. Funerary processions were occasions of great secrecy. The priests of Rana Mor never allowed any outsiders to enter the central tower.

6. Dangerous glyphs ward the most important Rangka tombs. A note beside the entry on Bhuondisva says, "Crypt barred by glyphs ke and indhu?" (Darrezan used a *legend lore* to research this.)

Skills: Balance +5, Climb +3, Intimidate +3, Intuit Direction +3, Knowledge (weather) +3, Listen +4 (includes Alertness feat), Profession (sailor) +7, Spot +4 (includes Alertness feat), Swim +3, Use Rope +6. *Feats:* Alertness, Skill Focus–Profession (sailor).

Possessions: Leather armor, dagger, light crossbow.

Tactics: Hurm and Terez do not normally go about their duties armed and armored. Their leather jerkins, scimitars, and crossbows are kept in an arms locker belowdecks, and it takes several rounds for them to don armor and seize weapons in the event of trouble. They avoid combat unless the *Starchaser* is actually boarded.

River Encounters

A little before sunset each day, Balama Theron anchors the ship in the middle of the river. There are enough snags and mudbanks to make river travel by lanternlight too dangerous. She goes ashore to forage for game, edible plants, and fresh water, requesting a couple of PCs to help out and keep watch. Dusk falls swiftly in the tropics, and she is careful to return no later than an hour after sunset.

This portion of the adventure is a good place to insert random encounters with various jungle monsters or dangerous animals such as elephants, tigers, or venomous serpents. In addition to any encounters with normal wildlife you wish to add, there are seven encounters keyed to the map; these are fully detailed below.

A. The Riverman's Hut.

Read or paraphrase the following text to the players when the *Starchaser* reaches this point of the river:

For most of the day, the *Starchaser* has sailed slowly upstream, driven by a cool breeze from the distant sea. You've come about ten miles from Coral Bay, and you've left the narrow strip of settled coastal land behind. The river is about a mile wide at this point and flows through vast, verdant grasslands and marsh. Up ahead, a small sampam is tied to a floating dock below a hut built up on stilts a hundred yards from shore. A thin wisp of smoke rises from the hut.

As the ship draws near, a bedraggled, half-dressed man steps out on the dock and begins to shout unintelligibly at you, waving his arms and leaping up and down.

Balama lowers the sails and turns toward the dock to see whether the man knows anything about the river conditions ahead. The hut is the home of a lonely riverman named Indo. Indo (Male Human Com4; AL CN) is a heartily annoying character who constantly chatters and paws at everyone nearby, exclaiming on the quality of their gear while offering to trade "valuable" wood carvings and stones for them. Of course, his baubles are virtually worthless.

There's nothing threatening in this encounter, but if the PCs can tolerate Indo long enough to ask what he knows about the river or Rana Mor, they can gather some useful information. To get Indo talking about the trip ahead, the heroes must either buy or trade for some of Indo's junk, or they must succeed in a Diplomacy (or Intimidate) check (DC 15). Indo reveals:

No civilized folk live upstream of his hut. "I'm the last outpost of civilization! Nothing but snakes and monsters from this point south!"

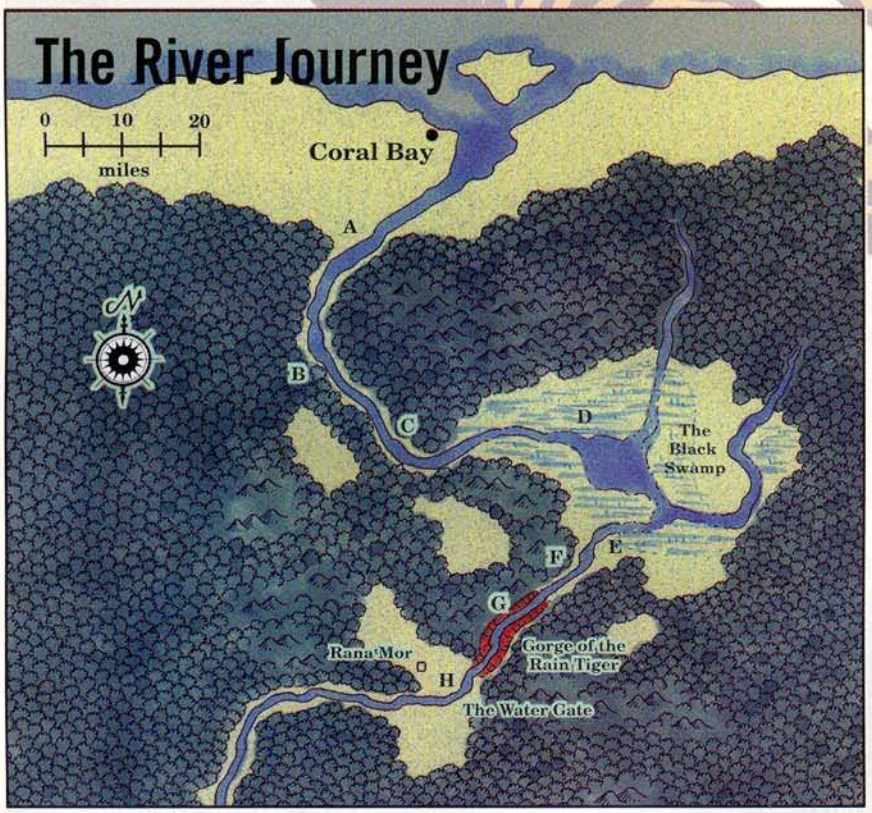
About twenty miles upstream lies the Banda territory. "The Banda! They're murderous savages who will gladly cut all yer throats given half a chance!"

Roughly forty miles upsteam the Ran Pe widens into a large lake surrounded by swamp. "It's flooded now, due to the rainy season. You'll have a hard time finding a channel."

There's a set of ruins about forty miles upstream. "They're sacred to the Banda. Best to leave them alone."

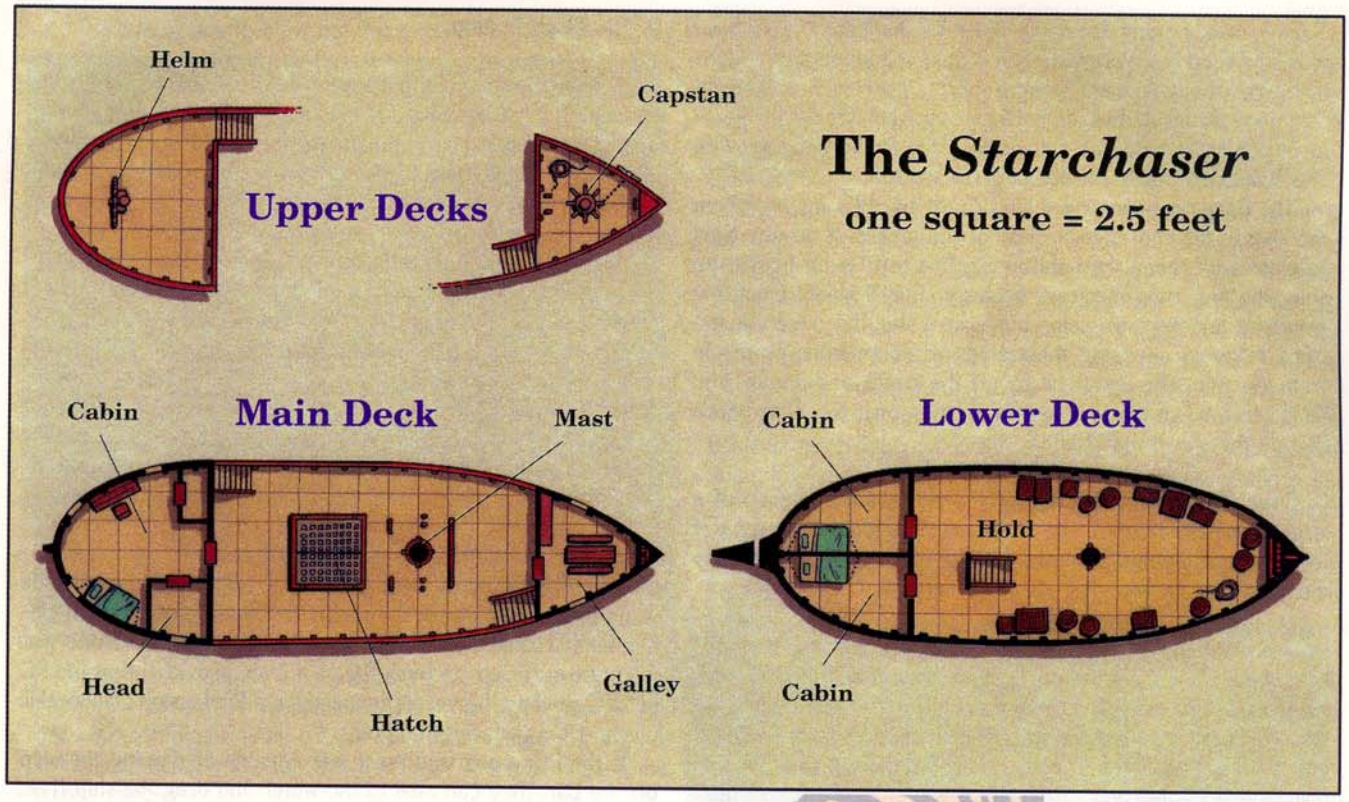
The Ran Pe falls are 120 miles upstream, at the foot of a gorge of black rock. Rana Mor lies about ten miles past the far end of the gorge. "A cursed place! The city is haunted by something that sings in a terrible voice. No words, just . . . purpose. Horrible to hear."

Indo has no interest in joining the PCs on their expedition. He claims to have explored Rana Mor a time or two already, and tells them that there's nothing but old mossy ruins there. (Indo is not telling the whole truth—he got close enough to see the place and left without entering the city.)



B. Banda Hunters.

At this bend in the river, the *Starchaser* encounters a hunting party of Banda warriors. The Banda are on foot in the jungle overlooking the river. They protest the heroes' invasion



of their territory by raking the ship with arrow fire until the *Starchaser* is out of range.

For the past twenty miles, you've sailed through true jungle. The coastal grasslands are many hours behind you. The river is still over two hundred yards wide at this point, deep and sluggish, coffee-brown with mud. The banks are low, muddy bluffs 20 to 30 feet high, home to countless crocodiles basking in the midday sun. Beyond the riverbank rises the verdant rainforest, cluttered with heavy overgrowth at its edges. The heat and humidity are intense, and clouds of biting insects make the decks almost intolerable.

The tedium of the voyage is abruptly shattered by the whistling of blue-feathered arrows raining down on the *Starchaser* from the right bank!

Creatures (EL 6): The *Starchaser* is in the middle of the river, about 240 feet from the right bank, and traveling ahead at a speed of about 10 feet per round. Four Banda hunters and a hunter-priest shadow the ship in the heavy brush atop the bank, firing arrows for the next 10 rounds or until it's clear that they're wasting their arrows.

Hmu Ke, Banda Hunter-Priest, Male Human Rgr2/Clr2 (Nerull): CR 4; Medium-Size Humanoid (5 ft. 5 in. tall); HD 2d10+2 (Rgr) plus 2d8+4 (Clr); hp 27; Init +2 (Dex); Spd 30 ft.; AC 17 (+3 studded leather armor, +2 large shield, +2 Dex); Atk +5 melee (1d6+2/crit 18-20, *+1 scimitar*); or +5 ranged (1d8+1/crit ×3, longbow); SA spells, favored enemy (humans); AL CE; SV Fort +7, Ref +2, Will +5; Str 13, Dex 14, Con 12, Int 10, Wis 15, Cha 9.

Skills: Climb +2, Concentration +4 Heal +5, Hide +3, Intuit Direction +6, Listen +6 (includes Alertness feat), Move Silently +4, Spot +6 (includes Alertness feat), Swim +1, Wilderness Lore +6. *Feats:* Alertness, Track, Point-Blank Shot, Far Shot.

Possessions: Studded leather armor, large wooden shield, *+1 scimitar*, dagger, mighty longbow [+1] with 12 arrows, *potion of cure moderate wounds, potion of vision.*

Cleric Spells (4/3+1): 0—*cure minor wounds, detect poison, guidance* (×2); 1st—*cause fear*, cure light wounds, doom, obscuring mist.*

* Domain spell. *Domains:* Death (death touch 1/day), Evil (casts evil spells as Clr3).

Banda Hunters, Male Human War2 (4): CR 1; Medium-Size Humanoid (5 ft. 5 in. tall); HD 2d8+2; hp 11 each; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 padded armor, +2 large shield, +1 Dex); Atk +3 melee (1d6+1/crit ×3, halfspear); or +3 ranged (1d8/crit ×3, longbow); AL N; SV Fort +3, Ref +1, Will +0; Str 12, Dex 13, Con 12, Int 10, Wis 11, Cha 9.

Skills: Climb +2, Listen +3 (includes Alertness feat), Jump +0, Move Silently +0, Spot +4 (includes Alertness feat), Swim +0, Wilderness Lore +2. *Feats:* Alertness, Track.

Possessions: Padded armor, large wooden shield, two halfspears, dagger, longbow with 12 arrows.

Tactics: The Banda hide behind the heavy undergrowth and trees, gaining three-quarters cover (+7 AC, +3 to Reflex saving throws) while firing at targets out in the open on the river. Due to the range, the hunters attack at -2 when firing at targets on the *Starchaser;* Hmu Ke suffers only a -1 penalty.

The ship's sailors dive for cover at the first opportunity, taking shelter beneath the gunwhales (three-quarters cover). Balama calmly steers away from the right bank to open the range and adds sail to increase the ship's speed. In the fourth round, the ship's speed increases to 15 feet per round, and in the eighth round, to 20 feet per round.

Any PCs moving from the river to the jungle must first scale the muddy, overgrown riverbank. The slope and rough-going reduce movement to one-quarter normal in a band 20 feet wide alongside the river. Once over the slope, the movement penalty is only one-half normal due to the undergrowth. The Banda are subject to these penalties, too.

The Banda concentrate their fire on any PCs moving from the ship to the shore, regardless of the means. If no one tries to close with them, they shift their fire to PCs on board the ship who are using magic or archery. They'll gladly meet any would-be attackers in melee but wait under the cover of the trees to avoid exposing themselves to counterfire or magic from the ship. The Banda break off the attack and flee if Hmu Ke is killed, when they run out of arrows, or if there are more PCs on the shore than Banda.

C. Chuul Attack. This portion of the river is the domain of a large, aggressive chuul. The creature waits for the *Starchaser* to anchor at nightfall and clambers aboard to snatch an easy meal an hour or two after dark.

Torrential rains brought an end to the merciless heat and sun of the last few days. All day long, sheets of rain and steaming mists obscure vision to no more than a hundred yards or so. Well before sunset, Balama Theron orders Hurm Feros to anchor for the night. The rain drums down on the wooden decks and placid river, drowning the sounds of the jungle.

Two hours after sunset, the ship rocks oddly as something goes "thump" on the hull. A monstrous crablike creature with a shell of gleaming orange and black rises in the water, red tentacles dangling from its insectoid face!

Creature (EL 7): If any PCs are standing watch, allow them Listen or Spot checks (DC 11) to detect the chuul when it surfaces alongside the boat. On the following round, the chuul uses a partial action to climb onto the *Starchaser* and attacks any sailor or PC within reach with its remaining partial action.

Chuul (1): CR 7; Large Aberration (10 ft. tall); HD 11d8+44; hp 94; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., swim 20 ft.; AC 22 (-1 size, +3 Dex, +10 natural); Atk +12 melee (2d6+5, 2 claws); Reach 10 ft.; SA improved grab, squeeze, paralysis; SQ paralysis and poison immunity; AL CE; SV Fort +7, Ref +6, Will +9; Str 20, Dex 16, Con 18, Int 10, Wis 14, Cha 7.

Skills: Hide +13, Jump +11, Listen +13 (includes Alertness feat), Spot +13 (includes Alertness feat). *Feats:* Alertness, Improved Initiative.

Tactics: The chuul keeps at least one claw free and continues to fight until reduced to half its hit points or 6 rounds pass. At that point, the monster leaps back into the water, carrying off any grappled victims. It drags these hapless souls back to its underwater lair, a submerged cave near the left bank. Grappled PCs in this predicament probably won't live long enough to drown.

Treasure: If the chuul's cave can be located and the creature driven off or destroyed, the heroes can recover its treasure. The chuul has amassed dozens of skulls from previous victims, plus a small number of other trophies: two emeralds (800 gp each), three freshwater pearls (120 gp each), a *potion of wisdom*, a *wand of detect secret doors* with 33 charges, and a *golembane scarab* (clay golems).

D. The Black Swamp.

In this vicinity, the Ran Pe spreads out in a vast, reedy marsh inhabited by thousands of waterfowl. Recent rains have raised the water level enough to conceal dangerous mudbanks and snags. Balama Theron proceeds cautiously, sending Terez to the bow to take soundings as she picks her way through the reeds.

Here the river spreads out in a great, low-lying basin, pooling into a vast lake surrounded by swamp. Thousands of waterfowl flee the ship's approach in wheeling clouds. The heat and insects are incredible. Suddenly, the ship lurches to a halt with an ominous grating sound and leans slowly to port. Balama Theron runs to the rail and looks over the side. "Curse it all!" she snarls. "We're grounded on a mudbank!"

The nearest land is a watery belt of reeds a hundred yards or so to your left. It could be miles to any real land.

Getting the *Starchaser* off the mudbank and into the channel again could prove a challenge. The easiest methods include using a *control water* spell or summoning a water or earth elemental of Medium-size or larger. A *gust of wind* or *wind wall* might be sufficient to push the ship free, provided that the PC or NPC guiding the vessel succeeds at a Profession (sailor) skill check (DC 15) during the gust.

If the PCs command no magic capable of moving the ship off the bar, they can take to the water and drag the ship free. This requires several hours of hard work and several people working in waist-deep water to shove the ship free and dig out the mud from under the keel. Unfortunately, the waders attract the attention of giant leeches in the vicinity.

Creatures (EL 5): Any PC specifically watching the water for signs of dangerous creatures can attempt a Spot check (opposed by the leeches' Hide check) to notice the leeches' approach; the leeches gain a +4 circumstance bonus to their Hide checks since they are underwater.

Giant Leeches (6): CR 1; Small Vermin (1 ft. long); HD 1d8; hp 5 each; Init +0; Atk +0 melee (1, sucker); Reach 0 ft.; SA anesthesize, disease, blood drain; SQ salt vulnerability; AL N; SV Fort +2, Ref +0, Will +0; Str 6, Dex 10, Con 11, Int 1, Wis 6, Cha 2.

Skill: Hide +6.

SA—Anesthesize (Ex): A creature bitten by a giant leech must succeed at a Spot check (DC 16) to notice the attack if both the leech and victim are in the water.

SA—Disease (Ex): A creature bitten by a giant leech must also succeed at a Fortitude save (DC 15) or contract the red ache (see pages 74-75 of the *Dungeon Master's Guide*).

SA—Blood Drain (Ex): As the leech attaches itself to the victim, it drains 1d2 points of temporary Constitution each round until it drains a total of 6 points, at which point it detaches from its victim and leaves.

SQ—Salt Vulnerability (Ex): Contact with a handful or more of salt deals 1d4+1 points of damage to the giant leech and causes it to detach from its victim.

Tactics: If the leeches aren't spotted before they attack, remember that the victims might not even notice that they've been bitten; make secret Spot checks for the victims to see whether they notice the attacking leeches. Any PC who fails to notice the attack is entitled to a second Spot check when his or her Constitution is reduced to half its normal value.

The bite of one leech is not lethal to an average human, but two leeches can drain sufficient blood to knock out or kill a character with an average Constitution score. The disease inflicted by the leech bites might require the PCs to use magical curing to save a victim when the symptoms manifest a day or two later.

E. Rangka Shrine. When the *Starchaser* reaches this portion of the river, read or paraphrase the text below to the players:

At the southern end of the swamp the Ran Pe resumes its course, reentering the dense jungle. The river is much narrower here, no more than a hundred yards wide and noticeably swifter. The forest on either bank is an unbroken wall of green—but up ahead, on the east bank, lie the ruins of a stone quay or landing and an overgrown clearing behind that. Vine-covered stone ruins wait in the shadows beneath the trees. Several poles capped by skulls, each wreathed in a halo of emerald flame, lean awkwardly over the flagstone plaza.

"Rana Mor is another thirty miles upstream," Balama Theron says quietly. "This place isn't marked on my map."

The plaza is roughly 60 yards to a side, surrounding a small round shrine 40 feet in diameter. The roof of the shrine was once a magnificent dome carved with ornate images, but it has collapsed, filling most of the building's interior with damp, mossy rubble.

Thirteen skull-topped poles surround the central shrine in a ring 20 feet from the walls; each pole is about 20 feet from its nearest neighbors. The skulls are mundane human skulls enchanted with *continual flame* spells (the Banda made the flames green with a minor variation on the spell). A small bowl sits at the base of each pool, filled with a small residue of damp blood one day old; the Banda priests come here often to propitiate their dark god.

Despite their menacing appearance, the skulls are harmless. If any sentient creature passes between the ring of skulls to approach the shrine, it triggers a *magic mouth* on the nearest skull. The skull screams shrilly in anger and then pronounces a doleful curse in the Banda language: "Death marks you, interloper! The Soul Binder claims you in darkness forever!" Other than scaring the wits out of anyone who can understand the language, the curse has no effect.

The shrine is completely ruined; nothing of further interest awaits inside.

F. War Party. The Banda are well aware of the ship's passage south of the swamp, spying on the *Starchaser* from the dense foliage of the riverbanks. At this point they muster a war party to attack the ship. They mean to take the heads of the intruders and loot the ship, or—failing that—drive the explorers back down the river for good.

For several miles the river winds peacefully through the jungle, growing narrower and swifter. The land is becoming steeper. Towering karsts of dark limestone crowned by verdant jungle rise hundreds of feet on either side of the river, wreathed by drifting mist. The air seems a little cooler and more humid, and you pass through several short rainshowers in the course of a single afternoon. The Ran Pe seems particularly quiet and tranquil here.

The peacefulness of the river is shattered by an ululating shriek from the jungle all around you, echoed and re-echoed by dozens of voices. Then four war canoes burst out of the greenery at the water's edge, filled with fierce-looking warriors paddling hard toward you!

Creatures (EL 6): The Banda attack at once. Allow any PCs on deck a Spot check (DC 15) to avoid surprise in the first combat round. Phnien Suo, the war chief, and four warriors are in the first canoe; Siengka Tao and four warriors occupy the second canoe. The final two canoes are illusions cast by the sorcerer U Pe. For a short time the real canoes can move at 40 feet per round, which brings them alongside the ship at the end of the third round (the *Starchaser* is 120 feet from the bank at the beginning of the encounter). The canoes remain about 30 feet from each other to make it less likely that a single spell will destroy both. From the shore, U Pe uses his magic to support the warriors in their task.

Phnien Suo, Male Human Ftr5 (Banda War Chief): CR 5; Medium-Size Humanoid (5 ft. 9 in. tall); HD 5d10+5; hp 37; Init +2 (Dex); Spd 30 ft.; AC 18 (+2 Dex, +6 *breastplate*); Atk +8 melee (1d6+6/crit ×3, *+1 handaxe*), +7 melee (1d6+3/crit ×3, handaxe); or +7 ranged (1d8+3/crit ×3, mighty longbow); AL NE; SV Fort +5, Ref +3, Will +2 (includes Iron Will feat); Str 16, Dex 14, Con 13, Int 12, Wis 8, Cha 11.

Skills: Climb +6, Handle Animal +2, Jump +3, Listen +2, Spot +2, Swim +2, Wilderness Lore +1. *Feats:* Ambidexterity, Combat Reflexes, Iron Will, Two-Weapon Fighting, Weapon Focus (handaxe), Weapon Specialization (handaxe).

Possessions: +1 breastplate, +1 handaxe, handaxe, dagger, mighty longbow [+3] with 12 arrows, *potion of cure moderate wounds.*

Siengka Tao, Female Human Clr4 (Nerull): CR 4; Medium-Size Humanoid (5 ft. 6 in. tall); HD 4d8+7 (includes Toughness feat); hp 26; Init +4 (Improved Initiative); Spd 30 ft.; AC 16 (+4 *studded leather armor,* +2 large shield); Atk +4 melee (1d8+1, morning star); or +3 ranged (1d6, sling); SA spells; AL CE; SV Fort +5, Ref +3 (includes Lightning Reflexes feat), Will +7; Str 12, Dex 10, Con 13, Int 9, Wis 16, Cha 14.

Skills: Concentration +5, Heal +4, Listen +4, Sense Motive +4, Spot +4, Swim -1, Wilderness Lore +4. *Feats:* Improved Initiative, Lightning Reflexes, Toughness.

Spells (5/4+1/3+1): 0—*cure minor wounds* (×2), *guidance, light, resistance;* 1st—*cure light wounds, doom, endure elements, inflict light wounds, protection from good*;* 2nd—*cure moderate wounds, death knell*, hold person, summon monster II.*

* Domain spells. *Domains:* Death (death touch 1/day), Evil (casts evil spells as Clr5).

Possessions: +1 studded leather armor, large wooden shield, morning star, sling, *bead of force, potion of hiding.*

U Pe, Male Human Sor4: CR 4; Medium-Size Humanoid (5 ft. 2 in. tall); HD 4d4+11 (includes Toughness feat); hp 24; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 *studded leather armor*); Atk +1 melee (1d6-1, light mace); or +3 ranged (1d6/crit ×3, shortbow); AL CE; SV Fort +5*, Ref +4* (includes Lightning Reflexes feat), Will +5*; Str 9, Dex 12, Con 14, Int 10, Wis 13, Cha 16.

* All saves include the +1 bonus for the *cloak of resistance.*

Skills: Concentration +8, Intimidate +5, Listen +3, Spot +3, Spellcraft +3. *Feats:* Brew Potion, Lightning Reflexes, Toughness.

Spells (6/7/4, chosen from the following list): 0—*detect magic, disrupt undead, light, mage hand, ray of frost, resistance;* 1—*magic missile, shield, true strike;* 2—*minor image.*

Possessions: +1 studded leather armor, light mace, shortbow with 12 arrows, *+1 cloak of resistance, potion of fly, potion of invisibility.*

Banda Warriors, Male Human War1 (8): CR 1/2; Medium-Size Humanoid (5 ft. 6 in. tall); HD 1d8+3 (includes Toughness feat); hp 8 each; Init +0; Spd 30 ft.; AC 14 (+1 Dex, +1 padded armor, +2 large shield); Atk +2 melee (1d6+1/crit ×3, halfspear); or +2 ranged (1d6+1, javelin); AL N; SV Fort +2, Ref +1, Will -1; Str 12, Dex 12, Con 11, Int 10, Wis 9, Cha 8.

Skills: Climb +1, Jump +1, Listen +2 (includes Alertness feat), Spot +2 (includes Alertness feat), Swim +1, Wilderness Lore +1. *Feats:* Alertness, Toughness.

Possessions: Padded armor, large wooden shield, halfspear, two javelins, dagger.

Tactics: Siengka Tao begins by casting *protection from good* and *endure elements* (fire). On the first round, she casts *hold person* on a dangerous-looking PC fighter. When the canoe comes alongside the ship, she casts *summon monster II* and summons a hyena aboard the *Starchaser* to clear the way for the Banda warriors scrambling aboard. She saves her *bead of force* for any PC causing the Banda unusual grief.

U Pe does not accompany the others in their war canoes, remaining on shore. He casts *shield* and drinks his *potion of fly* before the encounter starts. At the beginning of the battle, he uses *minor image* to create two illusory war canoes full of Banda warriors attacking from the other side of the ship. He hopes to trick the ship's defenders into wasting men and spells protecting against an imaginary assault from the left bank of the river. He maintains the illusion of additional canoes until it's clear that they're not helping, then begins picking off PC spellcasters with his *magic missiles* and *true strike*-aided archery.

If Phnien Suo is slain or more than half his warriors fall, the Banda retreat.

G. Gorge of the Rain Tiger. At this point the Ran Pe becomes unnavigable and the PCs must leave the *Starchaser* behind.

Ahead of you lies a spectacular sight. The Ran Pe spills down from between two steep hillsides in a wide, broken cataract about 50 feet high and almost 200 yards wide. The cool spray renders the heat of the day tolerable, and the roar fills the air. In the center of the falls a small island holds a large stone carving, hewn from the rock: a noble, winged tiger. "The image of the Rain Tiger," Balama says, pointing at the statue. "It was sacred to the Rangka. From here, we walk."

On the west bank the remnants of an old stone roadway skirt the falls and climb up into the gorge beyond. The path is overgrown with brush and vines, but at one time it must have been wide enough for ten soldiers to march abreast.

Balama instructs Hurm Feros and Terez to land her and the PCs (along with whatever supplies are necessary) on the west bank. She does not take the sailors with her, since she wants to leave someone to defend the *Starchaser.*

If the heroes investigate the statue, they find that it's nothing more than a mossy old statue. Balama explains that the Rain Tiger was associated with the better days of the Rangka people, before they fell into darkness and evil.

From the falls, the old Rangka road winds alongside the rushing river for nearly ten miles, climbing the shoulder of the hill and running along the upper portion of the V-shaped gorge. The Ran Pe's rapids are not dangerous except in the vicinity of the final cataract, but the current is strong enough to make hiking preferable to rowing or sailing. The walls of the gorge are steep and densely forested—a wall of green close to a thousand feet high on either side of the foaming river.

On foot, most parties will average 2 to 3 miles per hour. Rana Mor is 15 miles above the falls by the old Rangka road.

Creature (EL 6): About eight miles from the ship, the PCs encounter a digester laying in ambush in the thick foliage alongside the road.

Digester (1): CR 6; Medium-Size Magical Beast (6 ft. tall); HD 8d10+24; hp 68; Init +6 (+2 Dex, +4 Improved Initiative); Spd 60 ft.; AC 17 (+2 Dex, +5 natural), 18 (with Dodge feat); Atk +11 melee (1d8+4, rake); SA acid spray; SQ acid immunity, scent; AL N; SV Fort +9, Ref +8, Will +3; Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +11, Listen +6 (includes Alertness feat), Jump +10, Spot +6 (includes Alertness feat). *Feats:* Alertness, Improved Initiative.

Tactics: The digester is hiding in the heavy undergrowth about 40 feet from the road, which provides a +4 circumstance bonus to its Hide check and one-half cover (+4 AC and +2 to Reflex saving throws). Allow any approaching PCs a Spot check to detect the creature before it springs; PCs who fail to spot the digester are surprised in the first round. Note that the digester attacks the first person it sees on the roadway, possibly a scout sent by the party. The digester can move and use its acid spray in the same round.

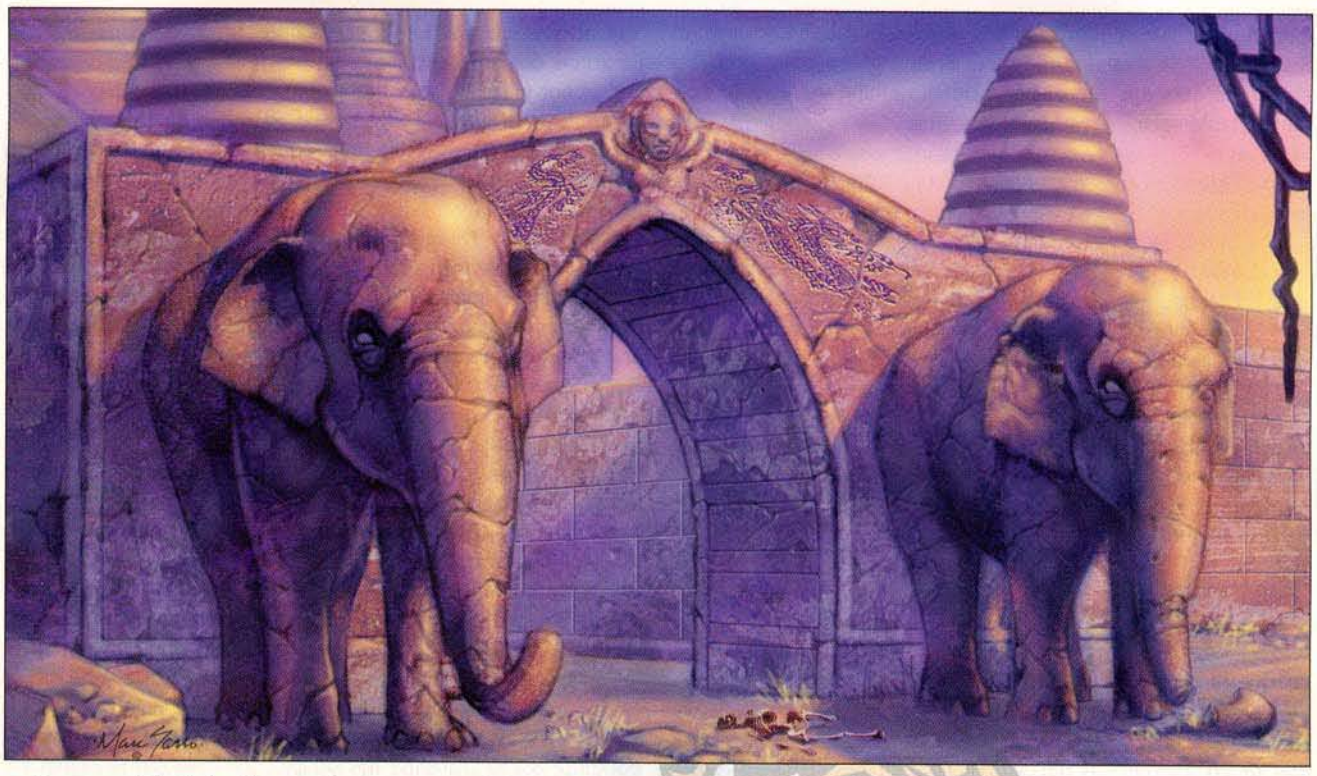
If the digester is facing a lone PC, it hits the victim with its concentrated spray. If it is facing multiple characters, it sprays acid in a cone designed to incapacitate as many victims as possible. It attempts to retreat if reduced to 15 hit points or fewer.

H. Water Gate. About two miles from the western end of the Rain Tiger Gorge, the jungle gives way to a belt of grassland about thirty miles long and fifteen miles wide. This is the plain of Rana Mor; the temple sits five miles from the banks of the Ran Pe. By daylight, its dark spires are clearly visible from the riverbank.

The Rangka road leads to a small stone landing or quay along the riverbank known as the Water Gate, then turns to the northwest and follows a silt-choked canal across the plains to the temple. Surrounded by a stand of banyan trees, the Water Gate has become the lair of a fierce tendriculos.

The old stone road descends through steep jungled hillsides back down to the river's level. The Ran Pe passes through a belt of grassland here, with scattered groves and thickets dotting the plain. One grove clings to the riverbank ahead, obscuring an old structure—a ceremonial gate or archway surrounded by a stone landing.

A shallow canal choked by silt and vegetation meets the river here, passing beneath the archway. The canal heads northwest and rapidly fills in with debris. Dark spires rise from the plain several miles away. "I believe this is the Water Gate," Balama informs you. "This old canal used to run right to Rana Mor. I think those towers off in the distance might be the temple."



Creature (EL 6): Lurking in the dense mat of floating plants in the canal is a tendriculos. When any living creatures approach within 30 feet of the canal, the plant heaves itself up out of the canal and lunges for prey.

Tendriculos (1): CR 6; Huge Plant (25 ft. diameter); HD 9d8+54; hp 94; Init -1 (Dex); Spd 20 ft.; AC 16 (-2 size, -1 Dex, +9 natural); Atk +13 melee (2d8+9, bite), +8 melee (1d6+4, 2 tendrils); Face: 10 ft. × 40 ft.; Reach 15 ft.; SA improved grab, swallow whole, paralysis; SQ plant, regeneration 10; AL N; SV Fort +12, Ref +2, Will +2; Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3.

Treasure: The tendriculos has recently devoured a small party of Banda heading to Rana Mor. It left the inedible portions of the priest's gear in the shallow water of the canal. This includes the remnants of scale mail (unusable) and a sturdy leather pouch containing 80 gp, a *potion of darkvision*, and a *potion of enlarge* (5th level).

Rana Mor

The temple of Rana Mor is surrounded by an alternating series of canals and plazas; only the innermost canal and plaza are shown on the map. A march of five miles brings the heroes from the Water Gate to the temple precincts.

The temple is defended by a small number of Banda priests who live in the northwest portion of the structure; Rana Mor is holy to them, and they brook no intruders. More dangerous are the fallen Rangka priests of the Priest-Lord Sangket, who still lurk in the darkened chambers as huecuvas—undead priests and monks. Two dangerous predators, a destrachan and a giant constrictor snake, also lair in or around the ruins. The Banda supply the destrachan and the huecuva with slaves and captives from other tribes in exchange for the right to worship unmolested. The snake they simply avoid.

In the central tower, the old Rangka traps and puzzles guard access to the tomb of the Seer-King—the resting place of the Rain Tiger, now Sangket's personal demesne.

When the PCs approach the temple, read or paraphrase the following:

> The temple is surrounded by concentric moats of immense size. The first one, more than 100 yards wide, surrounds the structure at a distance of a mile or more. A stone causeway bridges this canal, leading to a broad plaza between canals. Stands of banyan trees and scattered groves of tropical hardwoods are scattered across this outer square, overgrowing the original terraces and decorative walls. The Rangka road leads to a towering gate carved in the image of giant, twin elephants and then across a final moat to the temple itself.
>
> Rana Mor is an impressive sight. A long gallery circles the temple's outer walls, supported by pillars carved in the image of warriors and maidens. At each corner four great towers soar more than 100 feet into the air. In the center of the complex stands an even greater tower, nearly 150 feet tall. Almost every surface is adorned with exotic carvings and friezes, decorative rails and false galleries, and faces of mysterious gods and demons.
>
> The stone causeway that bridges the last canal and leads into the temple is adorned with carvings of various animals.

Moat

The moat is 40 feet wide and more than 300 feet square on the outer edge. It is about 5 feet deep at the edges and close to 15 feet deep in the center. The water is black and still, but nothing dangerous or interesting can be found within.

Walls

The building is constructed of massive blocks of dark limestone; most of the walls are nearly 5 feet thick, and each block weighs many thousands of pounds. Almost all of the temple's

exposed walls are covered in a profusion of stone carvings. If the PCs halt to examine the walls at any given point and ask about the carvings there, make up something suitable or roll on the table below:

d10	Figure	d6	Activity	d4	Emotion
1	Face	1	Sleeping	1	Peaceful
2	Slave	2	Standing	2	Smiling
3	Warrior	3	Fighting	3	Glowering
4	Maiden	4	Dancing	4	Horrified
5	Elephant	5	Sitting		
6	Snake	6	Crafting		
7	Tiger				
8	Crocodile				
9	Monkey				
10	Crane				

Due to the amount of carvings, consider the walls in this complex as DC 15 for Climb checks.

Roof

Above the temple's main floor sits an open-air colonnade or gallery about 25 feet above ground level. The lower edge of the roof projects a couple of feet out over the walls, making it difficult to climb straight up onto the roof (DC 20 at an elevation of 20-25 feet). A decorative roof of copper tiles green with age surmounts the temple proper. Most interior rooms are 20 feet high.

Towers

The towers are actually tall, pointed domes of stone block, hollow on the inside. There are no upper floors or partitions and no windows. The primary purpose of the towers was decorative, not functional. Each displays yet more carvings. The exterior is easy to scale (DC 10) if someone is inclined to climb one.

Doors

There are three types of interior partitions in Rana Mor: doors, impervious gates, and curtains of darkness.

Doors are made of wood sheathed in copper plate, now old and green. Lighter masonry walls frame each door between the massive blocks of the temple's main walls. Most are warped and swollen shut. The Break DC of a standard door is 18.

Some normal doors are broken already and still obstruct passage. Clearing a ruined door out of the way requires one full round and a successful Strength check (DC 12).

The impervious gates are special enchanted stone doors designed to limit access to ceremonial portions of the shrine. They are crafted to open only when the proper command phrase is given. Each gate has its own command phrase, described in the appropriate area. The magical reinforcement increases the door's Break DC from 28 to 38. Since the impervious gates are fully 10 feet wide and 15 feet tall, they are too large to affect with a *knock* spell and too massive to *reduce* or *enlarge*.

The enchantment of the impervious gates can be suppressed with a *dispel magic* check (against 7th-level magic), in which case the Break DC drops to 28 for 1d4 rounds. All of the Banda priests in the temple proper know the appropriate phrases to operate each gate. They refuse to volunteer this knowledge except under duress or magical compulsion.

Curtains of darkness are simply fields of semi-tangible darkness obscuring a doorway. They are completely opaque and about 2 feet deep. The gloom requires an act of will to enter (Charisma check against DC 6), thus barring the entry of some mindless vermin and constructs but not creatures with any semblance of personality.

Lighting

Rooms with windows admit some sunlight by day, although the thick walls and narrow window slits mean a lot of deep shadows. Adjacent rooms are dark enough to limit human vision to only 20 feet and impose a -2 penalty to attack rolls. Obviously, any room with no windows and no light from an open doorway to a room with a window or door will be completely dark.

At night, the interior chambers are lightless.

Rangka Script

Many portions of the ruins are covered in carved stone script. Most of the script consists of prayers and holy writings that are of little interest to the PCs. Rangka is a rare, ancient, human script that is effectively a dead language (the Banda's tongue is descended from Rangka, but they do not have a written language). Relavent sections of Rangka script can be interpreted by a successful Decipher Script skill check (DC 25), by means of a *comprehend languages* spell, or by compelling a Banda priest to translate the script.

1. Elephant Gate. This ceremonial arch marks the entrance to the temple.

Rising over the stone-flagged road stands a mighty arch of stone, 50 feet high and almost 40 feet broad. The arch is carved in the image of two gigantic elephants supporting the throne of a radiant king. Some stones have fallen from the upper reaches of the structure and now lie half-buried in the soft loam at the roadside.

Inside the archway three steps lead up to alcoves where guards once stood watch. The gate is empty and unguarded now.

2. The Door of Kings. A rune portal guards the entrance to the temple's inner courtyard. The Rangka formerly barred access to the inner precincts except in special ceremonial circumstances, so this door was intended to be opened only on special occasions, such as the burial of a Rangka king.

The causeway leads to a colonnade running east to west across the temple's face. The great towers at each corner mark the ends of the galleries, roughly 100 feet to either side of the causeway. Directly ahead a great double door of stone set in a deep alcove seems to mark the temple's main entrance. The overhang of the roof is about 25 feet above the floor. The walls are covered with the images of great processions.

The stone door is likewise covered with carvings, centering on a mighty and terrible ruler surrounded by prostrate subjects. Lettering in the Rangka language runs in a continuous border around the door.

See impervious gates in the "Doors" section above. The double door can be opened with a successful Strength check

(DC 38, 28 if a PC successfully suppresses the enchantment with a *dispel magic* spell). The gate is too large for a *knock* or *reduce* spell to affect.

The Rangka writing can be deciphered with a successful Decipher Script check (DC 30) or a *comprehend languages* spell. It reads: "Proclaim the glory of Nhar Phull. Hail the works of his hand. Walk under his eye all of thy days. All fall before the Lord of the Dead." The verse contains directions for bypassing the door's seal. If a PC lays down before the door and speaks the phrase "Pri Nhar Phull" ("Hail, Nhar Phull" in the Rangka language), the rune portal opens with a grating of stone on stone and remains open for 20 minutes.

Creature (EL 3): One huecuva stands watch in area **6** (see that area for statistics). The undead priest can observe the PCs through the dark, slit-like windows overlooking this area. The creature waits for 3 rounds to see if the intruders will perform the proper obeisance; if they fail to do so, it attacks with spells and its crossbow as long as the intruders remain within sight. The narrow window slit provides the huecuva with nine-tenths cover (+10 AC; +4 to Reflex saving throws).

3. Serpent Tower. The southwest tower of Rana Mor is known as the Serpent Tower.

The remnants of a copper-sheathed wooden door hangs from its hinges at the west end of the front gallery, leading into the soaring tower in this corner of the building. The tower is decorated with a disturbing serpent motif; the great dome is carved into the image of thirteen snake heads with human-like features, and the wall friezes generally portray people groveling before snakes. A musty smell comes from within.

The interior of the tower is littered with rubble and dirt; the upper portions of the Serpent Tower are in poor condition, and many of the dome's stones have fallen inward, revealing patches of sky overhead. Rainwater collects and drips through these holes. Wrapped around the large central pillar is a white strip of snakeskin approximately 40 feet long.

Development: If the PCs remain in this room for more than 5 minutes, the giant constrictor in area **4** quietly slithers in to see if there's an easy meal nearby. Refer to area **4** for details.

4. Serpent's Lair. This chamber once served as a common room for the temple's guards. The giant snake inhabiting this corner of the complex uses this room as its lair.

A splintered wooden door leads into this room. The chamber is roughly 30 feet square and filled with the moldering wreckage of ancient furnishings. A narrow window in the south wall admits a slanting ray of sunlight into the chamber, but the air in here is filled with a heavy musty odor. Beneath the clutter lies a gigantic snake, thick as a large man's torso and so long that its coils seem to fill the room. The monstrous serpent hisses in anger!

Creature (EL 5): The giant constrictor snake does not like to be disturbed. It attacks any PCs who enter the room and pursues any who flee. The constrictor is especially large.

Giant Constrictor Snake (1): CR 5; Huge Animal (24 ft. long); HD 11d8+11; hp 77; Init +3 (Dex); Spd 20 ft., climb 20 ft.; AC 15 (-2 size, +3 Dex, +4 natural); Atk +13 melee (1d8+10, bite); Face 15 ft. × 15 ft.; Reach 10 ft.; SA improved grab, constrict 1d8+10; SQ scent; AL N; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +18, Hide +3, Listen +9, Spot +9.

Tactics: The snake attempts to catch a character in its coils while defending itself with its bite attack. If reduced to 25 hit points or fewer, the creature attempts to escape through area **3** to the moat outside.

Treasure: Two old pay chests containing 1,000 sp each are buried under the wreckage in the northeast corner of the room. A careful examination of the debris in the room reveals some bits and pieces of the snake's previous victims, but nothing salvageable.

5. Guards' Quarters. At its height, Rana Mor and the old structures between the canals were home to hundreds of priests, soldiers, workers, and slaves. This chamber was a guards' bunkroom.

A dozen low sleeping platforms of mildewed wood indicate that this might have once been a bunkroom or barracks. Embrasures in the north and south walls admit narrow rays of light. An old rack along one wall still holds a dozen halberds with rusted heads and split shafts. The room seems empty otherwise.

There are no unusual features in this room. The halberds are useless.

6. Guard Post. This room is occupied by a huecuva detailed to stand watch over the temple's ceremonial main entrance for all time. The creature attacks any living mortals who enter area **2** or this room without performing the proper obeisance to Nhar Phull (Nerull).

This room must have been a guard room in the past. High, narrow windows overlook the approaches to the temple and the great stone doorway outside. Several armored skeletons lay sprawled on the floor, yellowed with age. Near one window a gaunt figure in scale armor, a knee-length wrap or kilt, and a short cape silently keeps watch.

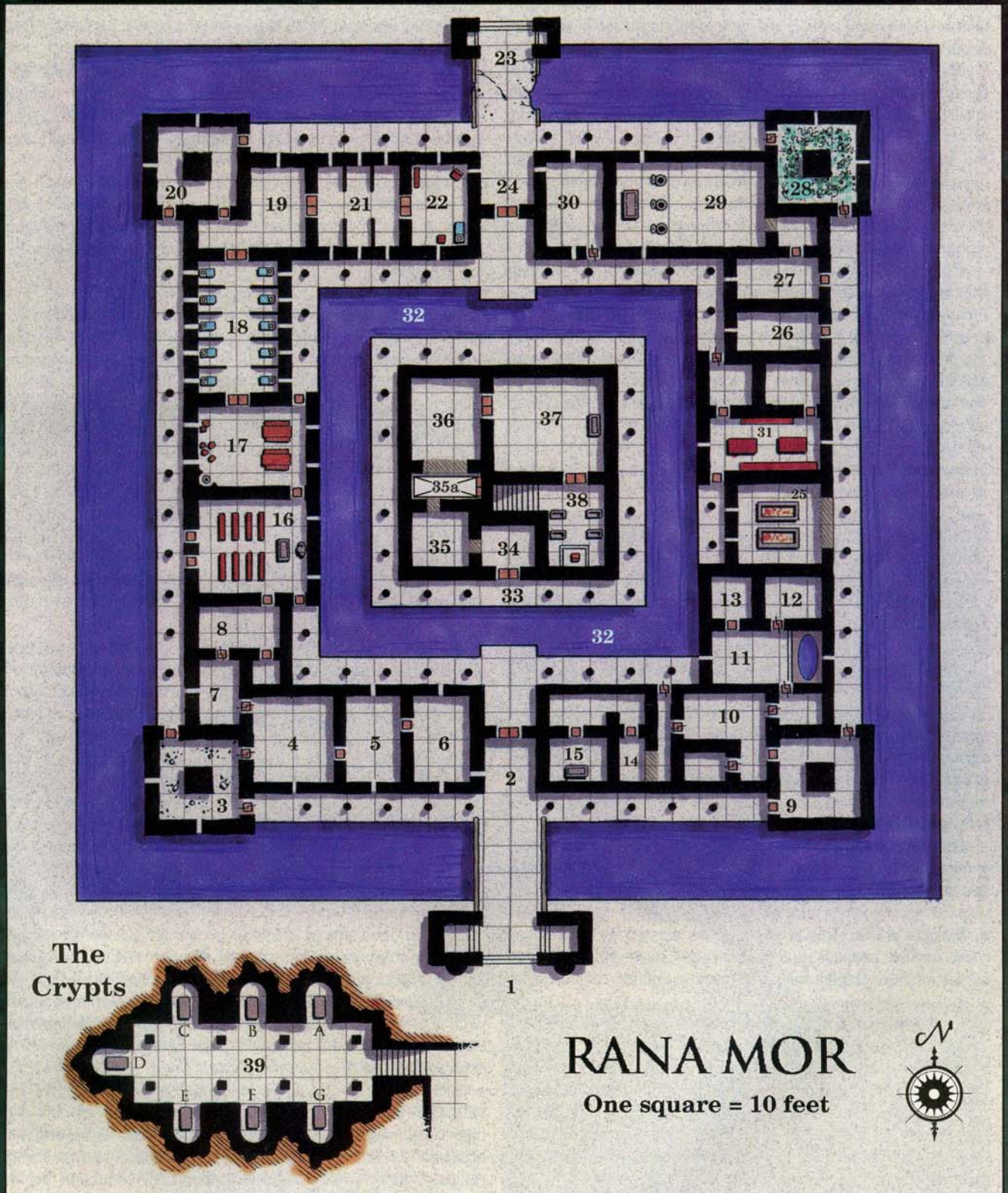
The windows are as effective as arrow slits for providing cover, and any creature attacked through the window gains nine-tenths cover (+10 AC; +4 to Reflex saving throws).

Creature (EL 3): The figure by the window is the huecuva who guards area **2**. The creature turns as soon as anyone opens the door and attacks with grim determination until it is destroyed or its foes flee the scene.

Huecuva Clr1 (1): CR 3; Medium-Size Undead (5 ft. 8 in. tall); HD 3d12+3 (includes Toughness feat); hp 23; Init +4 (Improved Initiative); Spd 20 ft.; AC 20 (+1 Dex, +4 natural, +5 breastplate); Atk +3 melee (1d6+1 and disease, slam); or +3 ranged (1d8/crit 19-20, light crossbow); SA heucuva blight, spells, command/rebuke undead; SQ undead, damage reduction 15/silver, +2 turn resistance; AL NE; SV Fort +2, Ref +1, Will +7; Str 12, Dex 12, Con –, Int 5, Wis 16, Cha 16.

Skills: Concentration +6, Heal +8, Listen +8 (includes Alertness feat), Spot +7 (includes Alertness feat). *Feats:* Alertness, Improved Initiative, Toughness.

Possessions: Breastplate, light crossbow, twelve *+1 bolts.*


The Crypts
RANA MOR
One square = 10 feet
MAP LEGEND
Enchanted Stone Doors
Wood and Copper Door
Broken Door
Curtain of Blackness
Window Slit
Pillar
Stone Staircase
Rubble and Vines

Spells (3/2+1): 0—*detect magic, guidance, resistance;* 1st—*command, doom*, summon monster I.*

* Domain spell. *Domains:* Death (death touch 1/day), Evil (casts evil spells as Clr2).

Treasure: In addition to the twelve *+1 crossbow bolts* carried by the huecuva, the skeletons on the ground (three of them) are dressed in old-fashioned bronze breastplates, but none of their weapons or armor are salvageable. However, one skeleton wears a jeweled ring worth 200 gp on its bony hand.

Development: If the PCs destroy the huecuva here and then leave the complex, the Banda priests station an acolyte in this chamber to keep watch for the party's return.

7. Ruined Armory. Once this room served as an armory for the guards stationed here. It was broken into and looted in the final days of Rana Mor.

The doors leading into this room were heavily reinforced with bronze bands and copper sheathing, but the portals have been battered to pieces by some heavy instrument. Inside, a dozen stands and racks littered with the remains of padded cotton tunics and broken blades suggest that this was probably some kind of armory. The air reeks with a strong musty scent.

PCs searching the room might find an overlooked **Treasure** with a successful Search check (DC 13).

Treasure: Behind one weapon rack a masterwork short sword lies on the stone floor, somehow overlooked in the looting. The rest of the room's weapons and armor have been discarded as useless or carried off.

Development: PCs rummaging through this room attract the attention of the giant constrictor snake in area 4; the monster slithers into this room to investigate.

8. Guardroom. The soldiers who defended Rana Mor used this chamber as an office and jail, locking prisoners in the small room to the south until they could be comfortably questioned and justice dispensed.

This windowless chamber is thick with a strange musty odor, but the source of the smell is not immediately obvious. A small door in the south wall leads to a 10-foot by 10-foot cell, ominously equipped with shackles and irons.

This room contains little of interest or value.

Development: Any PCs separated from the party and captured by the huecuvas or Banda priests might be locked up in this room and guarded. If the party has lost any characters in their explorations of the temple, this is a good place for the survivors to encounter a new PC prisoner—someone captured by the Banda on the coast and brought here as a sacrifice.

9. Elephant Tower. The southeast tower is the Elephant Tower, decorated with numerous carvings and images of noble elephants. This is now part of the lair of the temple's most dangerous denizen, a destrachan.

This part of the temple features an elephant motif; the pointed dome overhead is carved into the image of seven elephant heads on humanlike torsos. These elephant-people are portrayed as teachers and leaders among normal humans only half their size. Soft, sibilant whispers seem to echo in the darkness within.

Dozens of shattered pots and vases lay just inside the door, covering the floor with ceramic debris.

The floor of the tower is covered in potsherds, carefully scattered here by the destrachan living in area 11 so that it can hear the approach of any intruders. Bursting open the south door or wrenching aside the remnants of the north door instantly attracts the destrachan's notice; even if the heroes open the door silently, a PC moving carelessly across the shard-strewn floor makes enough noise for the destrachan to note the party's approach.

When the destrachan detects the party's approach, the creature moves into position to attack the intruders in area 10. Attempts to move silently in this area suffer a -4 circumstance penalty due to the crunching pottery underfoot.

10. Hunting Room. Formerly a ceremonial chamber, this room is now the killing ground of the destrachan's lair. The text below assumes that the heroes made some amount of noise in wrenching open the ruined doors or moving across the potsherd-strewn floors in this part of the building; if the PCs are moving silently, the destrachan does not notice their approach and loses its ability to attack by surprise in this room.

This room appears to have once been a minor ceremonial shrine, perhaps dedicated to a particular priest or personage of the past. A great frieze carved into the north wall shows a hunter with the head of a leopard and the torso of a human in a wilderness scene, knife in hand as he stalks a fantastic winged serpent. The floor of this chamber is covered with broken pottery.

The wind seems to sigh strangely within this chamber, as if an unusual air current might move through the room. Then the rustling of the breeze grows stronger and takes on a strange tonality, like wordless singing. In a matter of moments the singing becomes intensely unbearable, resonating with deadly force!

The destrachan keeps this room empty so that its sonic attacks will not be dampened by furnishings or clutter.

Creature (EL 8): The destrachan is actually located in area 11 but uses its superb knowledge of its lair and its ability to reflect sonic attacks to "bounce" its attack through the ruined doorways between areas 10 and 11. The destrachan does not abandon its concealment and enter area 10 until it feels confident that it has heavily damaged the intruders.

Destrachan (1): CR 8; Large Aberration (9 ft. tall); HD 8d8+24; hp 60; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (-1 size, +1 Dex, +6 natural), 17 (with Dodge feat); Atk +9 melee (1d6+4, 2 claws); Face 5 ft. × 10 ft.; SA destructive harmonics, reverberating harmonics; SQ blindsight, protection from sonics; AL NE; SV Fort +5, Ref +3, Will +10; Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

Skills: Hide +7, Intuit Direction +10, Listen +25, Move Silently +10. *Feats:* Dodge, Improved Initiative.

Tactics: The destrachan achieves surprise unless the PCs have some way of entering this room without sound or anticipating that they might be subjected to an invisible attack. In

the first round, the destrachan targets its sonics to resonate with metal, attacking the weapons and armor of any PCs standing within 20 feet of the north door on the east wall.

In the second and subsequent rounds, the destrachan uses its harmonics to attack the heroes directly. It remains out of sight in area 11 and uses its reverberating harmonics to bounce attacks through the doorway until the PCs charge in to bring it to battle or retreat from its lair. The creature eagerly pursues if the party abandons the room, using its subdual attack to stun any stragglers into submission.

11. Destrachan Lair. Once a ceremonial bathing chamber, this room now serves as the destrachan's lair. The monster keeps this room clear of major obstructions to maximize its perception of its surroundings. It can easily hear noisy parties in the galleries outside the room's narrow windows, and it is likely to greet any "peeping Toms" with a point-blank sonic blast.

Blue and gold tile covers this chamber's walls, ceiling, and floor. The stone carvings marking most other rooms are absent here, replaced by intricate mosaic patterns. At the east end of the room, beneath the narrow window, a raised shelf or ledge supports a large ceramic bath filled with stagnant water. A ruined door leads to the northwest, and an intact one to the northeast.

Near the north wall crouches a large, strange-looking creature with a saurian build and a great, eyeless, tube-like head. It swivels its head in response to the slightest noise and produces a constant deep, powerful, atonal hum.

A successful Search check (DC 21) reveals a loose tile in the southwest corner. Beneath the tile the destrachan keeps the key to area 12.

The destrachan's statistics are presented in area 10.

Tactics: The destrachan is cornered in its lair, which has no rear exit, and it fights to the best of its ability. It uses its ability to shatter steel to disarm fighters pressing it hard in melee combat, and it uses damaging sonic blasts to keep spellcasters hanging back in the rear off-balance.

If the monster's life is in danger, the creature resonates its destructive harmonics to ceramic and blasts the huge tub at the east end of the room. The tub shatters and floods the room with hundreds of gallons of water; any PCs in the room must make Balance checks or Strength checks (DC 15) or fall down and wash to the west end of the chamber. Since the destrachan knows exactly what to expect, it gains a +4 bonus on its own check. Then it dashes for the doorway to the south, hoping to make good its escape in the confusion.

12. Destrachan's Hoard. This room was formerly a vestment chamber. The destrachan has lived in the ruins of Rana Mor for many years and has ransacked many valuables from the temple and its outlying structures, storing them here.

The door leading to this room is locked with a good-quality lock (DC 30). The key is hidden under a loose tile in the corner of area 11.

This small room is plain and unadorned. Numerous pegs in the walls indicate that it might once have been a robing chamber. Three small wooden coffers are arranged neatly against the far wall.

The destrachan's hoard is hidden in two of the three chests. The third chest contains a viper. The destrachan stunned the creature a few weeks ago and deposited it in the chest as a safeguard against thieves.

Creature (EL 1): The viper strikes as soon as the chest is opened, surprising the PC opening the chest unless he or she is taking unusual precautions; allow cautious PCs a Spot check (DC 18) to detect a hint of movement as they lift the lid and avoid surprise.

Tiny Viper (1): CR 1/3; Tiny Animal (Reptile) (1 ft. long); HD 1/4d8; hp 1; Init +3 (Dex); Spd 15 ft., climb 15 ft., swim 15 ft.; AC 17 (+2 size, +3 Dex, +2 natural); Atk +5 melee (0 plus poison, bite); Face 2 1/2 ft × 2 1/2 ft.; Reach 0 ft.; SA poison; SQ scent; AL N; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8. *Feat:* Weapon Finesse (bite).

Treasure: The two treasure chests contain 700 gp and 600 gp respectively. Buried under the coins in the second chest are two gold trade bars (100 gp each) and a *Quaal's feather token* (tree).

13. Destrachan's Larder. The destrachan stores potential meals in this chamber. Currently, a Banda acolyte is next on the menu. She has been battered to death by repeated blasts of the destrachan's stunning attack; the monster cruelly prolonged her death for hours.

This room seems to have been another small shrine. An altarlike carving is prominent in the friezes ringing the chamber and projects out in a half-bowl that could have held offerings of some kind. Slumped in one corner is a dead woman. Her face is painted in a skull design, and she wears a white cotton kilt or wrap that resembles the clothing of the Banda savages from the river.

The dead woman is a Banda acolyte who offended her superiors and was given to the destrachan as a result. If she is questioned using a *speak with dead* spell or similar magic, the PCs can learn that her name was Dhu Rae and that she was ambitious and ruthless in life. She was given to the destrachan two days ago. Prior to that, Dhu Rae had lived in the Banda portions of Rana Mor (areas 16-22) for about two months, engaged in a life of dark worship. Her spirit feels no remorse at telling the PCs anything they want to know about the other Banda, since they condemned her to a cruel death.

14. Purification Chamber. This small, black-tiled chamber is where petitioners reflect before proceeding to area 15. Access to the chamber is guarded by a curtain of darkness.

Black tiles cover the interior of the room, swallowing light in an unnatural and unnerving way. The north door is emblazoned with the blood-smeared image of a grinning skull.

A PC who studies the skull and succeeds at a Knowledge (religion) check (DC 30) knows that the skull is a symbol of Nerull (Nhar Phull), and that performing an obscure purification ritual (cutting one's hand and smearing the skull with one's blood) allows one to pass beyond with Nerull's dark blessing. This act negates the **Trap** in area 15.

15. Plague Shrine. In Rana Mor's early days, this room was a special shrine to a divine guardian associated with the more benevolent figures of the Rangka pantheon. Priest-Lord Sangket ordered the conversion of the shrine to an unholy altar dedicated to a plague-demon revered as one of Nhar Phull's leading minions.

The narrow windows of this room have been filled with black-painted bricks. A dark altar rests against the south wall below the image of a skeleton graced with great black-feathered wings and clutching a curved bow in its bony fingers. Dozens of filthy bowls filled with stinking shreds of carrion lie on the surface of the altar, and the room is illuminated by two ghastly yellow candles that give off a sickening stench.

A successful Knowledge (religion) skill check (DC 21) identifies the winged skeletal archer as a legendary servant of the death god Nerull. Known as Vorigan the Plague-Spreader in northern lands, the being is reputed to spread contagion across the world at Nerull's command—all in all, a fairly obscure facet of Nerull's mythology.

Trap (EL 4): A *greater glyph of warding* protects this room. It is scribed on the floor directly inside the doorway and triggered by the entrance of any unpurified creature (any creature that did not just perform Nhar Phull's ritual purification in the antechamber outside). The *glyph* casts a *poison* spell (see *Player's Handbook,* page 236) on the triggering creature.

Greater Glyph of Warding: CR 4; initial and secondary 1d10 points of temporary Constitution, Fortitude saving throw (DC 20) negates; Search (DC 31); Disable Device (DC 31).

Treasure: If any PC can stomach the task of examining the altar trappings in detail, he discovers that one of the bowls is actually a finely crafted Rangka artifact worth 150 gp.

Development: If the *glyph* is discharged, the Banda priests notice 1d3 days later and replace it with a *glyph of warding* paired with the *contagion* spell.

16. Shrine of the Setting Sun. The largest shrine in the Rana Mor complex, this chamber formerly venerated a benevolent deity before Sangket converted it to the worship of Nhar Phull. The shrine is tended by a handful of Banda priests who dare the perils of the fallen temple to demonstrate their devotion to their dark master.

Two copper-sheathed doors set side by side lead into a large west-facing shrine. Square ports set in the doors admit the late afternoon light into the chamber beyond. Inside, rows of low wooden benches face an altar set beneath a towering image of a skeletal figure with darkness streaming from its bony hands. Green emeralds gleam in the image's eye sockets. At the right time of day, the dark figure might seem to catch or douse the setting sun in its shadows.

Three priests with skull-painted faces stand here, preparing some kind of ceremony.

Creatures (EL 6): The Banda priest Jai Ghi is preparing for the rites commemorating sunset, which the Banda observe as the beginning of Nhar Phull's ascendancy. Jai Ghi and his acolytes resent any interruption. If they are clearly outnumbered, Jai Ghi sends an acolyte for help while seeking to delay the PCs by questioning them carefully to get them talking.

Jai Ghi, Male Human Clr5 (Nerull): CR 5; Medium-Size Humanoid (5 ft. 7 in. tall); HD 5d8+10; hp 34; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 20 (+1 Dex, +7 *banded mail,* +2 large shield); Atk +3 melee (1d8, morning star); or +3 ranged (1d4, sling); SA spells; AL CE; SV Fort +6, Ref +4 (includes Lightning Reflexes feat), Will +7; Str 10, Dex 12, Con 14, Int 10, Wis 16, Cha 11.

Skills: Concentration +8, Diplomacy +4, Heal +7, Listen +5, Spellcraft +2, Spot +5. *Feats:* Combat Casting, Improved Initiative, Lightning Reflexes.

Spells (5/4+1/3+1/2+1): 0—*cure minor wounds* (×2), *guidance, light, resistance;* 1st—*cause fear, cure light wounds, doom, endure elements, protection from good*;* 2nd—*cure moderate wounds, death knell*, hold person, summon monster II;* 3rd—*animate dead*, bestow curse, summon monster III.*

* Domain spells. *Domains:* Death (death touch 1/day), Evil (cast evil spells as Clr6).

Possessions: +1 banded mail, large wooden shield, morning star, *potion of cure moderate wounds, potion of invisibility,* scroll of *summon monster IV,* scroll of *spiritual weapon.*

Banda Initiates, Male Human Clr2 (Nerull) (2): CR 2; Medium-Size Humanoid (5 ft. 6 in. tall); HD 2d8+3 (includes Toughness feat); hp 12 each; Init +1 (Dex); Spd 30 ft.; AC 17 (+1 Dex, +4 scale mail, +2 large shield); Atk +2 melee (1d8, morning star with Weapon Focus feat); or +2 ranged (1d6, javelin); SA spells; AL CE; SV Fort +3, Ref +0, Will +3; Str 10, Dex 12, Con 11, Int 10, Wis 14; Cha 10.

Skills: Concentration +4, Heal +5, Listen +3, Spellcraft +2, Spot +3, Wilderness Lore +3. *Feats:* Weapon Focus (morning star), Toughness.

Spells (4/3+1): 0—*cure minor wounds, detect magic, guidance, resistance;* 1st—*cause fear*, command, doom, magic stone.*

* Domain spell. *Domains:* Death (death touch 1/day), Evil (cast evil spells as Clr3).

Possessions: Scale mail, large wooden shield, morning star, two javelins, *potion of cure moderate wounds, potion of bull's strength.*

Tactics: Jai Ghi begins the battle by trying to even the odds. His first action is to cast *summon monster III* and call a fiendish dire bat to join the fray. In the next round, he attempts to use his scroll of *summon monster IV.* (He must beat a target number of 8 with a roll of 1d20+5 to use the scroll, as it's a higher-level spell than he can normally cast.) Meanwhile, the initiates drink their *potions of bull's strength* and move to defend Jai Ghi so that he can continue to cast spells unhindered by the PCs. They look for opportunities to use their *command* and *doom* spells to obstruct PCs fighting the summoned monsters.

Treasure: While Jai Ghi and his acolytes have little material wealth, the image of Nhar Phull (Nerull) is fitted with two large emeralds (600 gp each) for eyes. Superstitious PCs may hesitate to rob the skull-god of his gems, but no ill effects stem from removing the gems.

Development: If the PCs attack any Banda and later retreat, Jai Ghi and the surviving acolytes fall back to area 18.

17. Refectory. This room served as the refectory, or dining hall, of the priests of Rana Mor. The Banda now use it as their common room and kitchen. At mealtimes the Banda from areas 16, 18, 21, and 22 gather together to eat. (Note that all the Banda together is probably more of a fight than the PCs might be looking for!)

This room appears to be a kitchen and mess hall. Two tables in poor condition dominate the room, and a smoldering cookfire in one corner supports a large stewpot simmering invitingly. Strange odors fill the air. Dressed carcasses hang from makeshift hooks on the south wall, along with a store of roots and flour in large clay pots. Doors lead out to the south and the north, and windows in the east and west walls admit the late afternoon sunlight.

There are several weeks' worth of supplies cached in and around this room, mostly in the form of dried fish and fruit, tubers, cakes of dry bread, and smoked meats. In addition, the Banda hunt the nearby forests for fresh game. Nothing in here is remarkable.

Development: Lingering in this area for any amount of time risks discovery by the nearby Banda. For every 10 minutes the PCs remain in this room, there is a 10% chance that 1d2 of the priests from area **18** come into this room through the double doors to the north to attend to various chores.

18. Monk Cells. The lowest-ranking priests of the temple city formerly resided in these sparsely furnished cells.

Ten small cells line the walls of this chamber. In each cell a small pallet and handful of belongings indicate that this room still serves as the temple's dormitory. Double doors exit to the north and the south, and each cell features a narrow window in its center. Four humans with faces painted in skull patterns are resting here; they scramble to their feet, seizing weapons!

A heavy wooden bar stands next to each door; the room can be barricaded effectively at a moment's notice (DC 28 to burst once barred).

Creatures (EL 6): Four 2nd-level Banda clerics occupy this chamber. They are not particularly alert or vigilant since they are off-duty; if the PCs enter the room quietly, they surprise the evil tribesmen.

Banda Initiates, Male and Female Human Clr2 (4): hp 15, 13, 12, 12; see area **16** for complete statistics.

Tactics: Upon sighting intruders in this chamber, the initiates send one of their number to seek help from Saeng Ki in area **22**. If summoned by the acolytes, the high priest and her bodyguard arrive in 5 rounds, ready for a serious fight.

Treasure: Each of the death-priests living in this chamber maintains a small cache of coins and valuables, usually hidden among the priest's blankets and satchels or concealed beneath a loose stone in the individual's cell. Each cell contains 2d10 gp, 2d4 × 10 sp, and 1d4-2 gemstones (worth 4d4 gp each). Finding the loot in any particular cell requires a successful Search check (DC 15).

In addition, the acolyte living in the northernmost cell on the west wall recently found a much more significant treasure in the ruins of Rana Mor: a *ring of counterspells*. The *ring* (and the rest of this cleric's loot) is especially well hidden beneath a loose stone in the wall, requiring a successful Search check (DC 21) to discover.

Development: The Banda keep odd hours, since many of their unholy rites are observed in the middle of the night. Jai Ghi and the two acolytes in area **16** return to this room if the PCs attack Rana Mor and then retreat to rest.

19. Priests' Library. This chamber was once a small library reserved for the Rangka holy men who inhabited this temple. Little is left of their collection now.

Mildewed scrolls lie in great tattered piles amid the wreckage of wooden racks. Most have been yanked out of their cases and strewn about. The scrolls are badly damaged by time and the elements; most are completely illegible. Doors lead from this chamber to the south, north, and east.

The Banda have carefully searched this room for magic scrolls, discarding the rest. Most of the remaining documents are obscure religious texts composed by the benevolent priests and monks who lived in Rana Mor before Sangket corrupted the shrine.

Treasure: A successful Search check (DC 21) turns up four intact scroll cases containing historical treatises on the Rangka Empire. Naturally, they are composed in Rangka script. A collector would pay 200 gp each for the intact scrolls, if the PCs can find a likely buyer.

20. Monkey Tower. The northwest tower of Rana Mor is the Monkey Tower. It has been partially restored by the Banda, who repaired some of its damaged stonework and broken doors during their years of guardianship over the ruins.

The two outer doors leading into this tower are secured by sturdy bars from the inside (Break DC 23).

Copper-sheathed wooden doors protect the corner tower. This structure is built to display hundreds of images of monkeys and apes. Four monkey-kings with ceremonial headpieces and scepters of office grace each side of the stone dome, surrounded by many images of lesser simians. Several dozen living monkeys—small, raucous forest creatures—run and leap on the rooftop, chattering angrily at any intrusion. A small hole in the roof allows the small animals to clamber in and out of the tower's upper reaches.

The floor of the tower chamber is littered with simian droppings and the remnants of old meals. The Banda regard the monkeys as sacred (but annoying) animals and do not harm them, despite the damage the creatures do to this corner of the temple.

The monkeys are not dangerous, although they set up quite a racket of howling and hissing when the PCs pass through this room. The Banda pay little attention to the noise—the monkeys get riled dozens of times each day for no good reason.

21. Priest Cells. Six more dormitory cells similar to those in area **18** fill this room. Formerly, this corner of the temple was reserved for priests of greater stature, and the cells are somewhat more comfortable (although currently untenanted).

Six cells fill this chamber, each containing the wreckage of some simple furnishings—wooden frames for mildewed straw mattresses, small writing desks, and an empty bookshelf or two. A large door faced with bronze bands stands at the east side of the room, and—more alarmingly—a large tiger lies before the door. The creature growls deeply and bares its yellow fangs as it rises to its feet!

Creature (EL 4, +3 with Saeng Ki): The tiger is Saeng Ki's treasured pet and guardian. The beast is diabolically clever, as far as tigers go, and growls menacingly to warn its master of any intrusion. Normally, the tiger growls once when a Banda approaches and settles down again, but it will continue to growl at any other intruders until they retreat or move more than halfway across the room (at which point it pounces).

If the tiger detects the PCs' approach and growls for more than 1 round, the animal's warning alerts Saeng Ki in area **22**. The Banda high priestess emerges 1d4+1 rounds later. It is possible that quick-thinking PCs with the Animal Empathy skill or the appropriate spell might be able to calm the tiger before its growling draws Saeng Ki's attention. The tiger's attitude is Unfriendly, and improving its attitude to Indifferent requires a successful Charisma check (DC 15); it becomes immediately Hostile if the heroes approach within 10 feet.

Obviously, attacking the tiger (or being attacked) makes enough racket that Saeng Ki hears the PCs' approach.

Tiger (1): CR 4; Large Animal (8 ft. long); HD 6d8+18; hp 51; Init +2 (Dex); Spd 40 ft.; AC 14 (-1 size, +2 Dex, +3 natural); Atk +9 melee (1d8+6, 2 claws), +4 melee (2d6+3, bite); Face 5 ft. × 10 ft.; SA pounce, improved grab, rake 1d8+3; AL NE; SV Fort +8, Ref +7, Will +3; Str 23, Dex 15, Con 17, Int 3, Wis 12; Cha 7.

Skills: Balance +6, Hide +5, Listen +3, Move Silently +9, Spot +3, Swim +11.

Saeng Ki, Banda High Priestess, Female Human Clr6 (Nerull): CR 6; Medium-Size Humanoid (5 ft. 6 in. tall); HD 6d8+12; hp 45; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft.; AC 20 (+3 Dex, +7 *glamered breastplate);* Atk +8 melee (2d4+2, *+1 spiked chain* with Weapon Finesse feat); or +7 ranged (1d8/crit 19-20, light crossbow); SA spells; AL CE; SV Fort +7, Ref +5, Will +9; Str 12, Dex 17, Con 14, Int 10, Wis 18, Cha 11.

Skills: Concentration +9, Diplomacy +4, Heal +8, Listen +7, Spellcraft +2, Spot +6. *Feats:* Combat Casting, Exotic Weapon (spiked chain), Improved Initiative, Weapon Finesse (spiked chain).

Spells (5/4+1/4+1/3+1): 0—*cure minor wounds* (×2), *guidance, light, resistance;* 1st—*cause fear, cure light wounds, divine favor, doom, invisibility to undead;* 2nd—*cure moderate wounds, bull's strength, hold person, spiritual weapon, summon monster II;* 3rd—*bestow curse, deeper darkness, dispel magic, summon monster III.*

* Domain spells. *Domains:* Death (death touch 1/day), Evil (casts evil spells as Clr7).

Possessions: +2 glamered breastplate, +1 spiked chain, potion of haste, potion of cat's grace, key to iron coffer in area **22**.

Tactics: When Saeng Ki becomes aware of impending trouble, she drinks her *potion of haste* and casts *divine favor* and *bull's strength* on herself. In the following round, she moves from area **22** to area **21** to join the battle. She uses her *spiked chain* to make trip attacks against PC fighters, hoping to knock one down for the tiger to attack on the ground. As the opportunity presents itself, she uses her spells to create additional havoc. While *hasted,* Saeng Ki gains an extra partial action each round; she attempts one melee attack (at distance with the chain's reach) and casts one spell each round. Note that her AC also increases to 25 due to the +4 AC bonus granted by the *haste* effect. The *potion of haste* lasts 5 rounds.

If reduced to 15 hit points or fewer, Saeng Ki starts looking for a way out. If she can't flee, she surrenders, offering to lead the PCs to a great treasure to ransom herself. Of course, she intends treachery; she'll lead the heroes to a room full of huecuva and use her *invisibility to undead* spell to escape at that point.

22. High Priestess's Quarters. Formerly the chamber of the Priest-Lord Sangket, this room now serves as the private room of the Banda high priestess, Saeng Ki. Like the other Banda, she keeps strange hours and is most likely to be found here in the afternoon as she rests before her evening devotions.

If Saeng Ki encountered the PCs in area **21**, omit the text describing her.

Clearly, someone important lives here. The old Rangka teak furnishings have been restored and oiled to a golden gleam. Mosaics depicting strange, forbidding scenes line the walls—mostly dark, mist-shrouded landscapes sheltering sinister old temples. Colorful tribal weavings finish the decor.

Kneeling in the center of the room is a woman studying parchment scrolls spread out on the floor in front of her. Her face is painted with white chalk outlining the image of a skull over her own features. She stands gracefully and snarls: "Fools! My master is Death!"

Creature (EL 6): Saeng Ki calls for her pet tiger if the PCs somehow infiltrate this room without rousing the animal outside. As described before, her first action is to drink her *potion of haste.* See area **21** for Saeng Ki's statistics.

In addition to the weapons and devices Saeng Ki carries on her person, she has amassed a sizable hoard from the broken vaults and ruins nearby. Her **Treasure** is locked in a large iron coffer guarded by a **Trap**.

Trap (EL 3): Saeng Ki has placed a *glyph of warding* on the iron coffer. Opening the coffer triggers the spell.

Glyph of Warding: CR 3; 5-foot spray of acid; 3d8 points of damage, Reflex saving throw (DC 17) halves damage; Search (DC 28); Disable Device (DC 28).

Treasure: The key to the iron coffer is located on a chain Saeng Ki wears about her neck. The small coffer holds 80 pp, a silk purse holding a fire opal (120 gp) and a ruby (400 gp), and a scroll of *levitate.*

23. Spider Gate. The northern entrance to Rana Mor is known as the Spider Gate. The Rangka associated the direction north and the spider with death; this is the gate reserved for the use of burial parties bringing the noble dead to the temple to be interred.

At the north end of the causeway stands a stone arch 20 feet high and about 30 feet wide. The arch is carved in the image of a single gigantic spider, its hideous body supported by the carved figures of dozens of human skeletons that form the pillars of the arch. The spider possesses a humanlike torso and head. It wears an immense headdress or crown and carries a great feathered staff. Many of the stones have fallen, leaving moss-filled holes in the structure. The causeway is in even worse condition, with gaping holes in the roadway.

Despite the gate's ominous appearance, there is no danger here. However, the causeway itself is not safe, as detailed under **Trap** below.

Trap (EL 2): Any weight of 500 pounds or more on the span triggers its collapse. The collapse deals 3d6 points of damage and drops PCs who were on the bridge into the 10-foot deep moat; a successful Reflex saving throw (DC 21) halves damage but does not negate the fall.

A rogue or dwarf who examines the bridge is entitled to a Search check (DC 16) to spot the structure's imminent collapse; if the PC succeeds with a roll of 21 or better, she not only recognizes the danger but can correctly estimate how much weight the bridge can bear at one time.

24. Bronze Door. As with the southern entrance, an impervious gate guards the way to Rana Mor's inner court. The Rangka priests opened this door only on special occasions, particularly burials.

A long colonnade spans the north face of the temple. Two great towers at each corner stand roughly 100 feet to either side of the causeway. Directly ahead, the bridge leads to a heavy, bronze double door. The door is covered with bronze castings displaying the image of the spider-god crouching atop dozens of human skeletons. Rangka lettering is stamped in a border around the door.

The temple roof is 25 feet overhead, and the walls are covered with the images of great processions.

The door can be forced open with a successful Strength check (DC 38), as described in the "Doors" section. The Rangka writing can be deciphered with a successful Decipher Script check (DC 25) or *comprehend languages* spell. It reads: "Two worlds Nhar Phull rules: The world of the living and the world of the dead. Thy wails of grief are pleasing to his ears. All know the Spider King's touch."

The trick to this door is similar to the solution for the door in area 2. If a character reaches up to touch the image of the spider-skeleton on the bronze door while uttering the cry of grief ("Lo! Lo! Spider King!" in the Rangka tongue), the impervious gate opens and remains open for 20 minutes.

25. Ossuary. The lower priests of Rana Mor lacked the stature necessary for burial in the temple's ceremonial chambers. Instead, they were interred in a common ossuary—or "bone chamber"—with few rites or observances. A curtain of darkness wards the doorway to this room.

Beyond the dark curtain lies a barren chamber of unadorned stone dominated by two immense stone sepulchers. The structures are open to the air and filled with heaps of human and humanlike bones, white with age. There must be several dozen humanoid skeletons strewn in each of the open stone ossuaries.

Before his demise, the Priest-Lord Sangket *animated* the skeletal remains of the order's deceased brethren. He used them for labor and as guards for various areas of the temple, returning them here when he was done with them. (See **Creatures** below.) Unfortunately for the PCs, the last orders most of these skeletons heard were, "Slay any who enter this room unless they make the sign of Nhar Phull."

The old Rangka priests were buried with few belongings; there is nothing here of value other than raw material for nearly as many *animate dead* spells as an evil cleric or necromancer might choose to cast.

Creatures (EL 4): Twelve *animated* skeletons are enclosed in this chamber; each round that living creatures remain in this room, 1d4+1 of the skeletons awaken and claw their way out of the bone-heaps to attack. The monsters have no orders to pursue and ignore PCs who flee outside the room.

Human Skeletons (12): CR 1/3; Medium-Size Undead; HD 1d12; hp 6 each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atk +0 melee (1d4, 2 claws); SQ undead, immunities; AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con —, Int —, Wis 10; Cha 11.

Feat: Improved Initiative.

26. Visitors' Quarters. This area served as a guest room for visiting priests of significant rank.

The detritus of age litters this room. Wooden furnishings covered in black, slimy mildew and the remains of decorative hangings indicate that this might have been a private room.

There is nothing else of interest here.

27. Guardroom. The northeast corner of the temple is the domain of the last priests who lingered here under Sangket. Like the Priest-Lord, they fell victim to a terrible fate, becoming huecuvas in punishment for their faithlessness.

A rack of rotting wood holds the remains of a dozen javelins near the door, and six old copper-sheathed shields covered in green verdigris hang from hooks on the north wall. Doors lead out to the east and the north, and a single window in the west wall overlooks the inner court of the temple. Four skeletal figures in the wreckage of ceremonial armor squat on their heels, leaning against the southern wall, shields still clutched in their bony grasp. Then the dead warriors rise, green points of light burning in their eye sockets!

The javelins in the rack are useless—the iron points are rusted away completely, and the shafts splinter with the slightest impact. The small shields appear equally useless upon casual inspection, but a PC who examines them closely and makes a successful Craft (armorer) check (DC 10) notices that the third shield (which is nonmagical) is actually much better preserved than it first appears.

Creatures (EL 6): Four undead priests stand watch in this chamber, performing the duties they abandoned in life. They attack the PCs without mercy. The Banda keep their distance, not entirely trusting their ability to rebuke the monsters.

Huecuvas (4): CR 2; Medium-Size Undead (5 ft. 8 in. tall); HD 2d12+3 (includes Toughness feat); hp 16 each; Init +0; Spd 20 ft.; AC 18 (-1 Dex, +4 natural, +4 scale mail, +1 small shield); Atk +3 melee (1d6+2 plus disease, slam); SA disease; SQ undead, +2 turn resistance, damage reduction 15/silver; AL NE; SV Fort +0, Ref -1, Will +4; Str 14, Dex 8, Con —, Int 4, Wis 15, Cha 15.

Feat: Toughness.

Possessions: Scale mail, small wooden shield.

Tactics: The huecuvas are intelligent enough to try to flank prey. They attack until turned or destroyed, pursuing fleeing characters to the best of their ability.

28. Crocodile Tower. The last of Rana Mor's outer towers is the Crocodile Tower. The great dome collapsed many years ago, leaving this structure choked with rubble and open to the weather. The doors leading into this tower are nothing but twisted copper bands and splintered planks (Break DC 18).

It's difficult to say what creature or being this tower once honored. The layered roof collapsed some time ago, leaving nothing but a jagged, hollow stump reaching up to the sky. The outer doors seem to have been destroyed in the tower's fall, leaving nothing but wreckage behind. The interior of the tower is filled with rubble and overgrown with vines.

It's possible for a PC to crawl through one of the rubble-filled doorways and then pick her way across the top of the debris to either of the other two doors. The ruined door must be pulled or twisted out of the way, requiring a successful Strength check (DC 18). PCs attempting to cross the rubble must succeed at a Balance check (DC 15) to move at half their normal movement rate; failure means that the PC did not move at all that round. If a PC fails the Balance check by 5 or more, she slips and sustains 1d4 points of damage as the rubble shifts under her feet.

Any PC who takes a moment to study the remains of the carvings on the exterior of the tower can attempt a Spot check (DC 11) to piece together the outlines of several massive reptilian figures resembling strange crocodile-men in warriors' armor.

29. Drowning Chamber. This room was converted to a chamber of ritual murder to venerate Nhar Phull. Three drowning wells—narrow, deep cisterns designed to imprison a living victim as the waters rose—are its principal feature.

The windows of this large shrine have been bricked up and many of its original carvings chiseled away into shapeless lumps. Crude black tile covers the original stone flagstone, and an altar stone of dark basalt stands at the far end of the room. In front of the altar three strange pits that brim with dank water, with iron grates standing open, ready to be shut and secured over the wells.

A trio of dark-robed figures stand before the cisterns, white bone gleaming beneath their robes. They stir and move forward, beckoning you with their skeletal hands!

The tile floor is wet and slick; PCs attempting to charge or run in this chamber must succeed at a Balance skill check (DC 15) or slip and fall. (It takes a partial action to stand again.) The huecuva (see **Creatures** below) are aware of the slippery floor and do not run or charge in here.

The metal grates can be secured with iron bars, designed to be inaccessible from inside the wells. When shut, the grate is submerged about 5 inches below the rim of the well, trapping the victim underwater. If a PC ends up in one of the drowning wells with the grate shut, they're in a lot of trouble; it takes a successful Strength check (DC 28) to force open a bolted grate from inside the well.

A *desecrate* spell pervades this room. All Charisma checks to turn undead in this room suffer a -6 unholy penalty. All undead gain a +2 unholy bonus to attack rolls, damage rolls, and saving throws. The huecuvas were created in this room long ago and thus gain a bonus of +2 hit points per Hit Die.

Creatures (EL 8): Three huecuvas wait here for the opportunity to sacrifice to Nhar Phull again. Two are 1st-level huecuva clerics, and the third is a 5th-level huecuva cleric.

Huecuvas Clr1 (2): hp 29 each. See area **6** for complete statistics.

Huecuva Clr5 (1): CR 7; Medium-Size Undead (5 ft. 7 in. tall); HD 7d12+14 (+14 for *desecrate* effect); hp 63; Init +4 (Improved Initiative); Spd 20 ft.; AC 22 (+2 Dex, +4 natural, +6 *breastplate*); Atk +7 melee (1d6+3 and disease, slam); or +6 ranged (1d8/crit 19-20, light crossbow); SA heucuva blight, spells, rebuke undead; SQ undead, damage reduction 15/silver, +2 turn resistance; AL NE; SV Fort +4, Ref +5 (includes Lightning Reflexes feat), Will +9; Str 16, Dex 14, Con —, Int 4, Wis 16, Cha 14.

Skills: Concentration +8, Heal +9, Knowledge (religion) +1, Listen +5, Speak Language (Common), Spellcraft +0, Spot +5. *Feats:* Heighten Spell, Improved Initiative, Lightning Reflexes, Spell Focus (Enchantment).

Spells (5/4+1/3+1/2+1): 0—*detect magic, guidance* (×2), *read magic, resistance;* 1st—*bane*, cause fear**, command*, doom*, obscuring mist;* 2nd—*desecrate**, hold person** (×2), *silence;* 3rd—*hold person* (heightened spell), *magic circle against good**, summon monster III.*

* +2 to save DC due to Spell Focus (Enchantment) feat.

** Domain spells. *Domains:* Death (death touch 1/day), Evil (cast evil spells as Clr6).

Possessions: +1 breastplate, light crossbow with 20 bolts.

Tactics: The huecuvas use their *command* and *hold person* spells to immobilize a character. As soon as a PC is rendered helpless, the huecuvas drag the victim to the nearest drowning well, throw him in, and slam the grate shut. (Dragging a helpless victim is a partial action, and pushing the victim into the cell and shutting the grate is another partial action.) See the *Dungeon Master's Guide*, page 85, for rules on drowning.

The 5th-level huecuva cleric uses its *obscuring mist* or *summon monster* spells to cover the murderous activities of the lesser huecuvas.

Once the huecuvas have locked a victim into a well, they fight to keep any would-be rescuers from retrieving the victim before he drowns. The *desecrate* effect on this room adds significantly to the huecuvas' combat power, and they use their unholy edge to full advantage.

Treasure: Scattered around the altar stone is a garish display of wealth taken from previous sacrifices. This totals 2,200 sp, a bloodstone (300 gp), an onyx (60 gp), and a jeweled gold ring (90 gp).

30. Guard Post. Soldiers stationed in this area formerly guarded the northern causeway, but no one watches here now.

This room is filled with moldering leaves and animal droppings. Some creature of the forest might once have made this chamber its den, but not recently. The windows to the north overlook the canal circling the temple and the spider-gate entrance.

There is nothing else of interest here.

31. Scriptorium. Rana Mor's priests and monks spent many long days toiling over scrolls and tomes in this chamber, but little remains of their work.

Four brightly-burning torches in copper sconces illuminate this room, which looks like it might have been a library. Two large tables run the length of the chamber, and the walls are lined with old bookshelves and scroll racks. Unfortunately, time has not been kind to the contents of the room. The heat and humidity have wrecked the paper left behind, and the wooden book covers are twisted and black with mildew. A small copper-sheathed door leads north.

The shelves in the antechamber are crowded with ruined tomes and texts, but behind the western bookshelf is a hidden compartment containing the **Treasure**. Finding the compartment requires a successful Search check (DC 26).

Trap (EL 3): Nothing of value remains in the scriptorium proper, but the small annex to the north once contained the temple's rarest books and holiest scrolls. This door is guarded by a *glyph of warding* cast by Saeng Ki to keep her followers from rooting around in the chamber until she has had a chance to search it thoroughly.

Glyph of Warding: CR 3; 5-foot electrical discharge; 3d8 points of damage, Reflex saving throw (DC 17) halves damage; Search (DC 28); Disable Device (DC 28).

Treasure: The compartment contains a scroll of *cure critical wounds,* a scroll of *neutralize poison,* a scroll of *break enchantment,* and a *wand of searing light* with 25 charges.

32. Inner Courtyard. Within the walls of the temple lies a second structure, the Tower of the Thunder King. It is separated from the rest of Rana Mor by an interior moat, which was deemed sacred by the Rangka priests. No outsiders were permitted to enter this inner courtyard, except in their own funeral processions.

The interior of the temple consists of a large open courtyard dominated by a single, great square tower. A 20-foot-wide canal circles the central tower. Like the outer walls of Rana Mor, the tower in the temple's center is ringed by an open gallery studded with large stone pillars, and the structure is densely covered with exotic carvings of people and totem animals. A continuous frieze runs the length of the center gallery, but its exact contents are not visible from this side of the pool. Above the gallery, the tower soars to a dizzying height in thirteen distinct steps, crowned by a spire that might easily be 200 feet high.

A small stone platform juts a few feet over the inner canal but does not span the water entirely. A gap of 15 feet or so separates the inner temple from the outer temple.

The canal is a uniform 10 feet deep throughout; the surface of the water is about 1 foot below the stone walkways surrounding the canal.

The original Rangka priests had a simple method for crossing the inner moat—they simply cast *water walk* to do so. Any person who could not cast the spell (or who did not have the spell bestowed by a priest who could cast it) was not permitted to cross to the inner temple.

The PCs can try to leap the 15-foot gap with a good running jump (see the Jump skill description), or they can use any of a variety of spells or abilities to cross over. The only inadvisable method is swimming or wading, as the Rana took steps to ensure the sanctity of their traditions.

Creature (EL 5): A Large water elemental guards the canal. Its orders are to attack anyone who enters the water, so it ignores creatures that cross without touching the pool (for example, creatures using *water walk*).

Large Water Elemental (1): CR 5; Large Elemental (Water) (8 ft. tall); HD 8d8+32; hp 68; Init +2 (Dex); Spd 20 ft., swim 90 ft.; AC 20 (-1 size, +2 Dex, +9 natural); Atk +10/+5 melee (2d8+7, slam); Reach 10 ft.; SA water mastery, drench, vortex; SQ elemental, damage reduction 10/+1; AL N; SV Fort +10, Ref +4, Will +2; Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11.

Skills: Listen +11, Spot +11. *Feats:* Cleave, Power Attack.

33. Maiden Door. This impervious gate guards the entrance to the Thunder King's tower. Like the others, it can be broken down with a successful Strength check (DC 38) but resists *knock* spells, Open Lock checks, and most other means of passage.

There appears to be only one entrance to the inner tower: a great stone door decorated in the image of dozens of beautiful warrior maidens carrying curved swords. Rana script runs in two panels at each side of the door. On either side of the door, the walls are carved in a long, continuous image that seems to wrap around the tower. The image seems to show strange, powerful figures engaged in mighty struggles.

The Priest-Lord Sangket dared not tamper with the decor or the message of the Thunder King's tower and left it intact. If deciphered—requiring a successful Decipher Script check (DC 25)—the Rangka writing reads: "The works of the gods are everlasting. A circle without end. Find wisdom in the eyes of the gods, and Paradise shall be opened to thee."

The solution to the riddle is contained in the continuous frieze that surrounds the outer wall of the tower. Spaced along the walls are images of each of the twelve gods recognized in the Rangka pantheon—Nhar Phull (or Nerull) plus analogies for Heironeous, Ehlonna, Pelor, Kord, Wee Jas, Fharlanghn, Obad-Hai, Olidammara, Hextor, Erythnul, and Angket Re (the founder of the Rangka Empire, venerated as a deity by the Rangka people). Each deity is portrayed administering his or her own offices in a panel celebrating the god's work. Nhar Phull, the Spider King, Lord of the Dead, is shown in the underworld, ruling over tormented souls. The Thunder King (Heironeous) is shown at the head of a divine host, bringing order to the world through holy and righteous war.

The eyes of each deity's image are rendered in an odd manner that requires a successful Spot check (DC 16) to notice by a casual inspection (automatic if a PC is specifically looking at the eyes), so that they seem to be looking directly at another part of the carving. This area, a tablet or scroll in each case, bears the image of several Rangka letters. By circling the temple and checking each deity's letters, a character builds a short phrase in Rangka: "Man is empty: a vessel filled by the gods to hold their will."

Reciting the secret phrase in Rangka at the door causes the stone portal to open and remain open for 20 minutes.

34. Antechamber.

Beyond this maiden door lies a small but lavishly decorated chamber. Everburning torches in polished gold sconces illuminate a room covered with painted stone images that are

remarkably well preserved. Powerful humanoids with animal heads stand watch, gripping ceremonial polearms of some kind. A dark curtain leads out of the room to the west.

The curtain of darkness separating this room from area 35 is particularly powerful. To move through the door voluntarily, a PC must succeed at a Charisma check (DC 11). Characters unable to will themselves through the door can be pushed or dragged by stronger-willed companions.

Treasure: Four *everburning torches* are set into the walls.

35. Doom of Thieves. This chamber was enchanted to trap would-be thieves and hold them here until the end of time.

Your light casts flickering shadows over faceless bas-reliefs carved into the walls. Each relief stands over 10 feet tall, and its fearsome blank face is lowered to gaze on anyone standing in the room. One of the bas-reliefs holds a tablet covered in Rangka writing. The sense of oppression, of watchfulness, is nearly tangible. Three ancient skeletons lie moldering on the floor, dressed in the remnants of their clothing.

If deciphered, the script on the tablet reads, "The pious may pass with the power of the gods. The bones of the impious shall remain in this place for all time."

Trap (EL 4): Both curtains of darkness are virtually impassable from this side. Once a creature steps through either the north or the east curtain, it is most likely trapped in this chamber until it perishes of starvation and thirst. To summon the volition needed to exit this room, a creature must succeed at a Charisma check (DC 22) or roll a turning check sufficient to affect an undead creature of 5 Hit Dice (see page 140 of the *Player's Handbook*). Most clerics of mid-level or higher can pass through this chamber in one or two attempts, but PCs of other classes might be stuck here for a very long time.

Unlike the other curtains, the curtains in this chamber are suppressed for 10 minutes by the successful passage of a single character. In the old days, a senior cleric would use his turning ability to suppress the portal and clear the way for the rest of the funeral procession.

If the party does not include a PC with sufficient Charisma or turning ability to pass the curtain, there's another way to get through. An unconscious PC can be pushed through with a strong shove. Of course, that begs the question of how to get the last PC out of the room once everyone else is through!

The three skeletons in this room are victims who failed to escape. The priests of Rana Mor removed their valuables but left the bodies as companionship for anyone who might get caught here in the future.

35a. False Entrance.

To your right stands a magnificent double door of carved stone, emblazoned with the image of a sleeping king surrounded by tremendous wealth. You can make out tiny, intricate lettering on the king's bier. Straight ahead lies another curtain of darkness under a low, shadowed archway.

Trap (EL 6): The great double door on the eastern wall is a clever fake. Any PC who approaches within 5 feet—say, to try to read the extra-small lettering in the carving—steps on a pressure plate opening a large pit trap that fills the room. The pit is 20 feet deep and strewn with old bones.

The fall deals 2d6 points of damage. On the second round, the pit's walls move in to crush PCs in the pit. On the third round, the walls meet, and any PC trapped in the pit takes 10d6 points of crushing damage. On the fourth round, the pit walls separate, and on the fifth round, the pit's lid closes and the trap resets itself. The sides of the pit are polished smooth, requiring a difficult Climb check (DC 30) to scale.

20-foot-deep Crushing Pit: CR 6; 2d6 points of damage plus 10d6 points of crushing damage on the next round, Reflex saving throw (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

36. Dart Chamber. Another trap designed to protect the inner rooms from being despoiled at the hands of thieves, this room is a classic tomb trap—poisoned darts fired by stepping on the wrong stone.

Large, square tiles cover the floor of this room, and the walls are adorned with images of grinning demons. A plain stone double door stands on the east wall. Two more skeletons lie sprawled in the center of the room, dressed in their ancient clothing. One still holds a gleaming scimitar in its hand.

The skeletons belong to a pair of unsuccessful tomb raiders; searching the remains yields the **Treasure**. The tiled floor conceals the **Trap**.

Trap (EL 5): An intricate system of pressure plates lies under the tile floor. Every 5 feet of movement across the floor has a 50% chance of triggering a dart that fires from one of several tiny orifices (eyes, nostrils, mouths, ears) in the gleeful demon visages carved into the walls.

A rogue searching for traps can make a Search check (DC 26) to detect the trapped tiles and dart holes. The trap can't be disarmed, but a PC attempting to circumvent the trap can attempt a Search check (DC 28) to identify a safe path through the room.

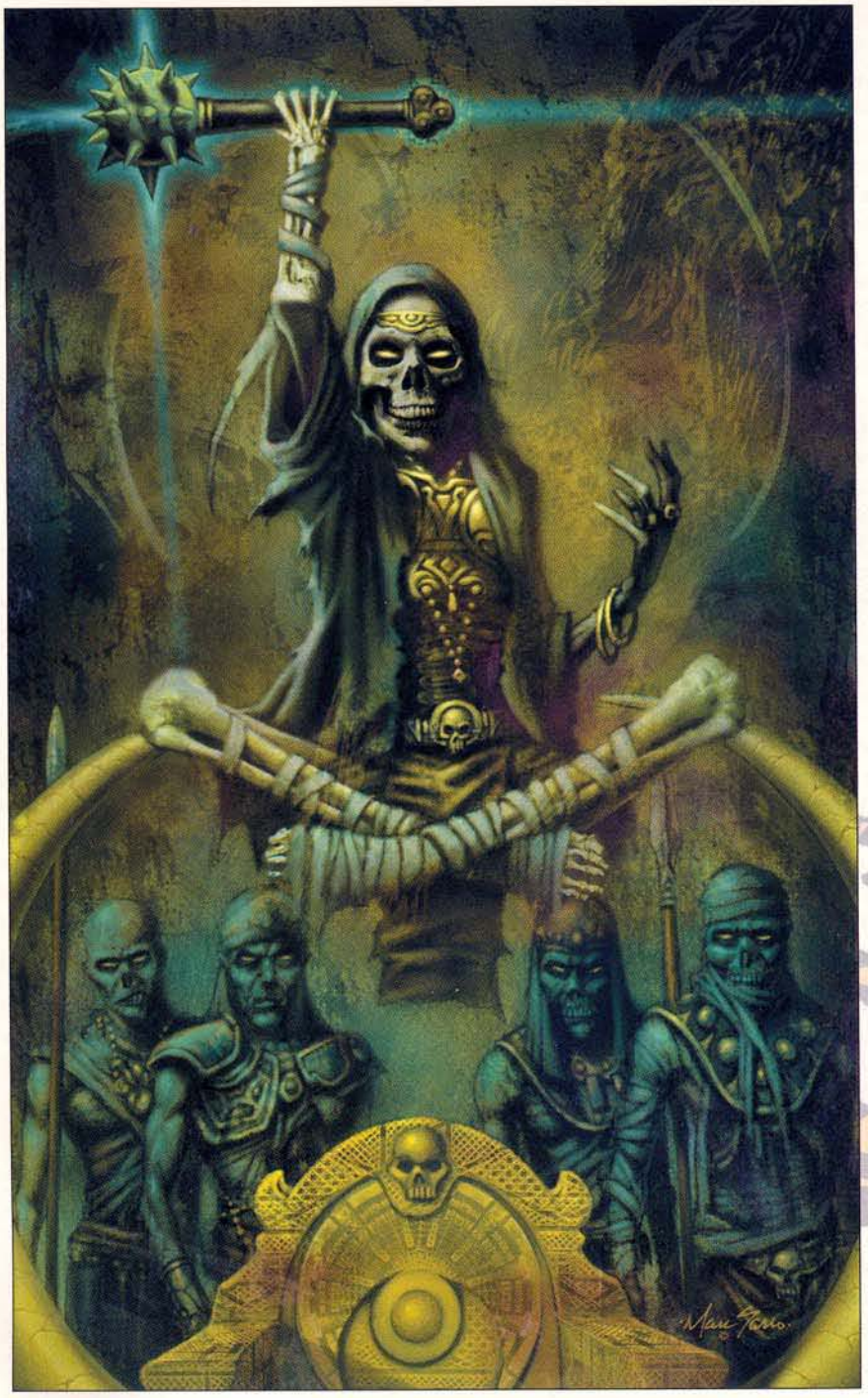
Poison Darts: CR 5; +7 melee, 1d4 plus poison (save DC 16; initial 2d4 temporary Constitution; secondary 2d4 temporary Constitution); Search (DC 26); Disable Device (n/a).

Treasure: The two skeletons possess few valuables, but a search of the bodies reveals a masterwork scimitar, a *wand of cure light wounds* with 15 charges, and six smokesticks.

37. Silent Chamber. This room is guarded by two huecuva monks, bolstered by an *unhallow* effect that incorporates a *silence* spell. This room once represented the symbolic underworld through which the Rangka kings passed on their way to the afterlife, but the huecuvas have converted it into a dark fane sacred to Nhar Phull.

This room is a black shrine dedicated to a great spider-idol at the eastern end of the room. A great double door in the shape of a coiling, serpentine dragon leads to the south; a knotted rope hangs from a small opening beside the door.

Skeletons in old bronze armor stand against the walls, frozen in eternal vigilance. Before the altar kneel two skeletal creatures in monks' robes. As you watch, they stand and turn in utter silence. In fact, not a single sound can be heard in this room.



Huecuvas Mnk4 (2): CR 6; Medium-Size Undead (5 ft. 6 in. tall); HD 6d12+3 (includes Toughness feat); hp 42 each; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft.; AC 19 (+3 Dex, +2 Wis, +4 natural), 20 (with Dodge feat); Atk +7 melee (1d8+3 and disease, slam); SA heucuva blight, stunning attack, flurry of blows; SQ undead, damage reduction 15/silver, evasion, +2 turn resistance, immunities; AL NE; SV Fort +4, Ref +7, Will +6; Str 16, Dex 16, Con –, Int 4, Wis 14, Cha 10.

Skills: Balance +8, Climb +8, Escape Artist +8, Hide +8, Jump +7, Listen +8, Move Silently +8, Spot +6, Tumble +8. *Feats:* Deflect Arrows, Dodge, Improved Initiative, Toughness, Weapon Focus (unarmed strike).

Tactics: One heucuva moves to the bell-rope hanging beside the south door and pulls it. Since this room is *silenced*, the PCs don't see or hear any result of this action. Afterward, the huecuvas use their stunning attacks to stun an opponent and then double-team him or her with multiple attacks.

Treasure: The altar is equipped with gold trappings—a chalice, knife, and bookstand—worth 50 gp, 20 gp, and 60 gp respectively. The items have an evil look to them, but there are no magical effects attached.

38. Chamber of Penitence. Priest-Lord Sangket resides in this chamber, trapped in an undead mockery of his former existence as the leader of the cult of Nhar Phull. The huecuva leads the other undead priests in dark ceremonies and silent devotions, but the transformation to undeath has left Sangket with dim memories and clouded anger where once he plotted the rise and fall of kings.

If Sangket has had time to prepare for the PCs, note that he stands in the air above the throne and adjust the following read-aloud text accordingly:

A gilded throne sits at the far end of this macabre chamber, occupied by an armored skeleton in the robes of a great high priest. The dead priest holds a cold, dark mace across its lap, and a round shield leans by its feet. Four open sarcophagi line the walls, each containing a mummified warrior. A table by the throne holds rolls of parchment and pots of ink. To the west, a set of stairs leads down into darkness.

The skeleton on the throne shudders once and then stands, green light burning in its empty eyes. "I am the Priest-Lord Sangket," the thing rasps in a cold voice. "You seek a place of death. Now death finds you!"

The monk huecuvas are alerted to the arrival of the heroes by the sudden change in the room's lighting—this room is normally pitch dark, and anyone opening the western door admits light into this chamber. The pull-rope operates a bell in area 38, alerting Sangket to the presence of intruders.

The *unhallow* effect inflicts a -4 unholy penalty to turning checks and acts as a *magic circle against good* (+2 deflection bonus to AC against good attackers, +2 resistance bonus to saving throws for the huecuvas).

Creatures (EL 8): The monks defend this chamber to the best of their ability, hoping to push intruders back into the dart room (their damage reduction and undead state give them little to fear from poison darts).

Creatures (EL 12): The huecuva Priest-Lord blocks access to the lower crypts, refusing to allow living creatures to pass. It has a vague memory of guardianship over great wealth in the tomb below and considers any who enter here thieves and interlopers. If warned by the sounding of the bell, Sangket prepares for a fight (see **Tactics**).

Clever PCs can talk their way past the undead priest by portraying themselves as faithful worshipers come to inter the noble dead in the sacred crypts below. The ruse would have to be nearly perfect to work. This can be resolved through good roleplaying or a Bluff check (DC 35).

PCs attacking Sangket or simply moving through this room without his leave provoke his wrath. In addition to the Priest-Lord, two of the mummified warriors are undead as well. They join the fray 1 round after Sangket or the PCs initiate combat. Sangket can *animate* the other two as zombies depending on how the fight proceeds.

Priest-Lord Sangket, Huecuva Clr7: CR 9; Medium-Size Undead (5 ft. 10 in. tall); HD 9d12+3 (includes Toughness feat); hp 66; Init +4 (Improved Initiative); Spd 20 ft.; AC 24 (+8 *half-plate*, +2 large shield, +4 natural); Atk +9 melee (1d8+3 and 1d6 cold damage, *+1 heavy mace of frost* and Weapon Focus feat); or +7 melee (1d6+2 and disease, slam); SA heucuva blight, command/rebuke undead, spells; SQ undead, damage reduction 15/silver, evasion, +2 turn resistance; AL LE; SV Fort +5, Ref +4 (includes Lightning Reflexes), Will +12; Str 14, Dex 11, Con –, Int 7, Wis 17, Cha 16.

Skills: Concentration +12, Diplomacy +9, Heal +11, Knowledge (religion) +4, Listen +6, Scry +4, Speak Language (Common), Spellcraft +4, Spot +5. *Feats:* Improved Initiative, Lightning Reflexes, Scribe Scroll, Toughness, Weapon Focus (mace).

Spells (6/5+1/4+1/3+1/1+1): 0—*detect magic, guidance* (×2), *read magic, resistance* (×2); 1st—*bane, cause fear, command, divine favor, protection from good*, shield of faith;* 2nd—*bull's strength, death knell*, hold person, spiritual weapon, summon monster II;* 3rd—*animate dead*, blindness, dispel magic, protection from elements;* 4th—*air walk, unholy blight**.

* Domain spells. *Domains:* Death (death touch 1/day), Evil (casts evil spells as Clr8).

Possessions: +1 half-plate armor, +1 heavy mace of frost, scroll of *divine power,* scroll of *wind wall.*

Mummies (2): CR 3; Medium-Size Undead (5 ft. 10 in. tall); HD 6d12+3 (includes Toughness feat); hp 42 each; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 Dex, +8 natural); Atk +6 melee (1d6+4 and mummy rot, slam); SA despair, mummy rot; SQ undead, damage reduction 5/+1, resistant to blows, fire vulnerability; AL LE; SV Fort +2, Ref +1, Will +7; Str 17, Dex 8, Con –, Int 6, Wis 14, Cha 15.

Skills: Hide +8, Listen +9 (includes Alertness feat), Move Silently +8, Spot +9 (includes Alertness feat). *Feats:* Alertness, Toughness.

Tactics: If warned by the monk huecuvas in area **37**, Sangket prepares by casting *air walk, protection from elements* (fire), and *bull's strength.* He then bolsters undead to improve the mummies' resistance to turning and casts *divine favor* on himself. The ceiling in this room is 30 feet high, and Sangket remains above the fray, summoning monsters and casting attack spells to defend this room.

When the PCs are fully engaged by summoned monsters and the mummies, Sangket descends to attack from above, using his *air walk* spell to engage or disengage at will.

Treasure: Sangket wears a golden circlet on his brow worth 600 gp and four onyx-set rings on his skeletal fingers worth 80 gp apiece. He considers himself the steward of Rana Mor's wealth and does not collect a hoard for his own sake. The great treasure lies below in area **39**.

39. Crypts of the Rangka Kings. Below the chamber of penitence lie the crypts proper, a series of low stone vaults where the kings of the Rangka Empire were interred. The priests of Rana Mor considered the defenses in the Tower of the Thunder King sufficient to deter most intruders and did not leave any guardians in this level, especially since a *hallow* spell helped to protect the temple from extraplanar arrivals.

The staircase leads down to a long, low stone vault 100 feet long and 30 feet wide. Several deep alcoves line the walls, each containing a great stone sarcophagus. Lamps burning with *continual flame* spells hang from the ceiling, casting a warm yellow light over the chamber.

"This is it," Balama Theron whispers. "Look for the tomb of the Seer King. If my sources are correct, I can open his crypt safely, but I strongly suspect that deadly spells or mechanical traps defend the other crypts. Open them at your peril."

Seven sarcophagi line this crypt (the Empire was a short-lived one, and not all of its rulers were buried here). The names, deeds, and reigns of each king are memorialized in old Rangka verse-poetry; feel free to make up details as you see fit.

The sarcophagi are made from enchanted stone approximately 6 inches thick, guarded by an enchantment similar to that of the impervious gates (Break DC 38, 28 if successfully suppressed by *dispel magic*). The sarcophagi have Hardness 10 and 90 hit points each.

The sarcophagi are protected by **Traps** #1 and #2. The contents of these crypts are detailed under **Treasure** below.

Trap #1 (EL 5): All but one of the sarcophagi are guarded by a pair of *greater glyphs of warding* (unique to each crypt). Each *glyph* has a saving throw DC of 20 (where appropriate) and a caster level of 12. See the "Crypt Contents" sidebar on the next page for the specific effects of each *glyph.*

***Greater Glyphs of Warding* (2/crypt):** CR 5; effects described in the "Crypt Contents" sidebar, saving throw DC 20 where applicable; Search (DC 31); Disable Device (DC 31).

Trap #2 (EL 5): If any sarcophagus is forced open or opened without depressing a well hidden button, water begins rushing into the crypt from holes in the ceiling, flooding the chamber completely in 4 rounds. Meanwhile, a thick stone slab slides across at the foot of the stairway to trap intruders in the flooding room. The sliding door is identical to the sarcophagi in terms of hardness, Break DCs, and so on.

PCs who flee up the stairs on the first round of the trap's operation escape without trouble. PCs who attempt to flee on the second round must make a successful Escape Artist check (DC 15) to roll under the door before it seals. If any PC attempting an Escape Artist check fails by a margin of 5 or more, he is crushed by the closing door for 6d10 points of damage and stuck underneath; a trapped PC must make a successful Escape Artist check (DC 35) to wriggle free once caught.

The door remains sealed shut until reset by a mechanism concealed in the altar in area **37**. The only person who knows how to open the door and reset the trap is Sangket, so the

door is likely to remain sealed. Once it closes, it is treated just like an impervious gate with no key-word or phrase.

Water Trap and Sliding Door: CR 5; water floods room in 4 rounds (drowning rules apply); door crushes anyone caught underneath for 6d10 points of damage, Escape Artist check (DC 10) negates; Search (DC 21), Disable Device (DC 25).

Treasure: Should the heroes persevere and open any of the crypts, they discover the appropriate treasure described below. If the room is flooding and time is an issue, assume that a PC can collect one item per partial action or two items as a full-round action.

Crypt A: +2 lawful scimitar, ring of mind shielding, ebony scepter with silver head (900 gp), copper mask with emerald eyes (1,600 gp), jade ring (500 gp), pair of copper bracers with emeralds (2,300 gp each).

Crypt B: Ring of the ram, +2 amulet of natural armor, silver crown with diamonds (4,000 gp), cloth of gold funeral vestments (800 gp), sapphire ring (2,000 gp).

Crypt C: Major ring of elemental resistance (electricity), crystal ball, golden circlet set with fire opals (3,000 gp), gold anklet inlaid with amber (1,200 gp), gold comb set with garnets (800 gp).

Crypt D: Mace of terror, rhino hide armor, ebony crook inlaid with silver (300 gp), dragon leather belt studded with onyx (1,200 gp), empty mahogany scroll case wrapped in gold wire (800 gp).

Crypt E: Breastplate of command, wand of cure serious wounds with 25 charges, copper censer crusted with topaz (2,200 gp), mahogany casket (100 gp) containing set of five black pearls (value 400 gp each, or 2,500 as set).

Crypt F: The emerald Rain Tiger (*gem of spell storing*), *wand of levitate* with 12 charges, *+2 headband of intellect,* signet ring (400 gp), silver pendant set with moonstones (800 gp), silver mask with emerald eyes (2,400 gp), gold amphora filled with incense (600 gp, the incense long since turned to dust).

Crypt Contents (Area 39)

Each sarcophagus in area 39 holds the remains of a Rangka king. Two *greater glyphs of warding* designed to trigger other spells also protect each crypt. The crypts' occupants and traps are as follows:

Crypt A: Angkien Mu. This crypt is protected by *flame strike* and *harm* spells.

Crypt B: Suoddhara. This sarcophagus is warded by *order's wrath* and *slay living* spells.

Crypt C: Vrimu Atka. This crypt is protected by *cone of cold* and *summon monster V* (fiendish giant crocodile).

Crypt D: Angket Re. This sarcophagus is warded by *blade barrier* and *poison* spells.

Crypt E: Prayasiddhra. This crypt is guarded by *circle of doom* and *slay living* spells.

Crypt F: Bhuondisva the Seer-King. This tomb is warded by *blade barrier* and *summon monster V* (fiendish tiger). Balama's journal names both *glyphs* correctly; the *glyphs* can be negated by naming them ("ke" and "indhu"). Note that the room's mechanical water trap still functions normally unless the PCs find and disarm it before opening the lid of the sarcophagus.

Crypt G: Empty. This was created for a king not interred here, and no traps guard this empty tomb.

DM Note: The traps in this chamber are extremely dangerous. The most likely result of the heroes' exploration of this room is that they manage to open one crypt (hopefully, they started with the Seer King) and are then driven from the room by the water trap—perhaps never to return. The threat of certain death should prevent even the greediest PCs from contemplating a thorough looting of each crypt in this chamber.

If the heroes do find a way to loot each crypt, they'll garner more treasure than the adventure's encounter level and length would otherwise suggest. Don't overrule the efforts of resourceful and daring PCs by mandating failure; let the heroes pull it off if they can, and just remember to run a treasure-light scenario for the PCs' next adventure.

Concluding the Adventure

The PCs would be well advised to return to Coral Bay quickly, since the surviving Banda most likely hold a serious grudge against the party. The *Starchaser* is right where the PCs left it, unmolested by the Banda. The evil tribesmen are readying a larger war party to finish things once and for all, but if the PCs move quickly, they can get out of the Banda's reach before the next onslaught.

The return trip down the Ran Pe is much faster than the ascent, since the current is now working with the PCs rather than against them. The ship averages 4 to 5 miles per hour, and there are no encounters on the return trip. Balama invites the heroes to return to the *Blue Heron* to collect the balance of their agreed-upon fee and honors her part of the deal if the players honor theirs.

If the PCs decide to cheat Balama by withholding the Rain Tiger, concealing the exact amount of treasure recovered or failing to pay her cut, or failing to return Balama alive at all, Balama's brother—a competent and determined wizard named Saric Theron—makes it his personal business to settle accounts with the PCs at some future point.

In this adventure, the Rain Tiger is an empty *gem of spell storing* (similar in all respects to a *ring of spell storing)* that Balama Theron desires for its value on the open market. However, at your discretion, Balama might have some special purpose for the emerald. Perhaps the Rain Tiger is believed to hold a *resurrection* spell needed to bring a slain monarch or powerful wizard back to life. Knowing the identity of this dead person might encourage the PCs to help or hinder Balama's efforts. For instance, if Balama intends to sell the Rain Tiger to brave nationalists trying to *resurrect* their benevolent king, the PCs might wish to escort the *gem* safely to the dead king's homeland. If Balama intends to sell the Rain Tiger to the henchman of a disreputable and recently slain wizard, the PCs might try to thwart the sale. Conversely, if one of the PCs died in the course of the adventure, the surviving PCs might be tempted to use the *gem*'s magic to *resurrect* their fallen comrade, placing them at odds with Balama Theron herself. The importance of the Rain Tiger in your campaign is for you to decide. Ω

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Huecuva

Huecuvas (HWEH-kew-vahs) are undead creatures created from clerics, druids, paladins, or monks who have failed in their vows. As punishment for their heresies, they are doomed to undeath. Huecuvas are sometimes created when a good or neutral cleric changes his alignment to evil and dies without seeking atonement for his wrongs, or when an evil priest is subjected to a particularly powerful curse by his patron deity.

Huecuvas retain dim memories of their old lives and are often found in desecrated shrines and broken temples, existing in a mockery of their former orders. They often have abilities that parody or pervert those they had in life. They hate all living things, but especially good-aligned priests.

Huecuvas appear as humanoid skeletons wrapped in the tatters of their former vestments. Like any ancient undead, their garments and equipment are tarnished and corroded with age.

Creating a Huecuva

"Huecuva" is a template that can be added to any humanoid creature with at least one level in the cleric, druid, paladin, or monk classes. Unlike lichdom, which preserves the intellect and powers of the base creature, the transformation to a huecuva exacts a terrible toll on the victim.

Level: Reduce the base creature's character level by 3 to determine the huecuva level and Hit Dice (see below). A base creature with three or fewer character levels loses all class abilities when translated into a huecuva.

Hit Dice: Change to 2d12+3 (includes the Toughness feat), plus 1d12 per character level of the base creature.

Speed: Same as the base creature.

AC: The huecuva has +4 natural armor or the base creature's natural armor, whichever is better. Huecuva often wear the armor they wore in life, especially armor intended for ceremonial purposes.

Attacks: The huecuva's base attack bonus is one-half its new Hit Dice total, rounded up. Exceptional ability scores and feats modify this attack bonus normally. In general, huecuva with 2d12 Hit Dice fight unarmed, but huecuvas with 1 or more character levels can wield weapons.

Damage: Huecuva gain a melee slam attack that deals 1d6 points of damage (1d4 points of damage for Small huecuva). Huecuva that possess 1 or more levels of monk inflict slam damage as a monk of an equal level.

Special Attacks: A huecuva inflicts a deadly disease with a successful melee attack, as described below.

Huecuva Blight (Su): Fortitude save (DC 12 + 1/2 huecuva level), incubation period 1 day, damage 1d2 temporary Strength and 1d2 temporary Constitution. The effects of huecuva blight are cumulative each day until the victim reaches zero Constitution (and dies) or receives a *cure disease* spell.

Special Qualities: The huecuva possesses the following special qualities:

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, death effects, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Turn Resistance (Ex): A huecuva has +2 turn resistance.

Damage Reduction (Su): A huecuva has damage reduction 15/silver.

Darkvision (Ex): A huecuva has darkvision to a range of 60 feet.

Class Abilities: A huecuva retains access to the some, if not all, of the abilities of its former class(es). Huecuvas with no class levels possess no class abilities.

Cleric huecuvas cast divine spells and command/rebuke undead as a cleric of the heucuva's new level. The DC for saving throws against a huecuva's spells is 10 + spell level + the huecuva's Wisdom modifier. Huecuva clerics are evil clerics with access to the Death and Evil domains.

A monk huecuva can make unarmed attacks and use other monk abilities as a monk of the heucuva's new level. For example, a 7th-level monk transformed into a huecuva becomes a 4th-level monk with an unarmed strike that inflicts 1d8 points of damage, flurry of blows, stunning attack, evasion, the Deflect Arrows feat, still mind, and slow fall. Some abilities such as still mind might be rendered moot by the huecuva's undead status and immunities.

Paladin huecuvas retain a twisted version of their former abilities at a level equal to their new huecuva level. At will, they can *detect good*. *Dark grace* allows the paladin huecuva to add its Charisma modifier to all saving throws. Its *lay on hands* ability reverses into the ability to inflict damage on living creatures or heal undead. *Aura of courage* becomes a -4 morale penalty to enemy saving throws vs. fear effects in a 10-foot radius, *smite evil* becomes *smite good*, *remove disease* becomes *contagion*, and the ability to turn undead becomes an ability to rebuke undead. A huecuva paladin casts divine spells as a paladin of the huecuva's new level.

Saves: A huecuva's base saves are Fort +0, Ref +0, Will +2, modified by its ability scores. Huecuva with class levels add the save modifiers for their respective class levels.

Abilities: A huecuva suffers -6 to Intelligence but gains +2 to Strength and +2 to Charisma. It has no Constitution score.

Skills: Huecuva that do not have class levels have no skills. Otherwise, it has the same skills as the base creature.

Feats: The huecuva gains the Toughness feat if the base creature does not already possess it. Otherwise, it has the same feats as the base creature.

Climate/Terrain: Any land and underground
Organization: Cloister (2d4)
Challenge Rating: 2 + character level (if any)
Treasure: Standard
Alignment: Usually neutral evil
Advancement Range: By character class

Sample Huecuva

Here is a sample huecuva converted from a 2nd-level cleric. (The base creature loses three character levels upon becoming a huecuva, so the following statistics represent any huecuva that retains no character levels.) Most huecuvas are low-level acolytes and pilgrims who lose their class levels and revert to a near-mindless state as part of their transformation into undeath.

Huecuva

Medium-Size Undead
Hit Dice: 2d12+3 (16 hp)
Initiative: +0
Speed: 20 feet
AC: 18 (+4 natural, +4 scale mail)
Attacks: Slam +2 melee
Damage: Slam 1d6+1 and disease
Special Attacks: Disease
Special Qualities: Undead, +2 turn resistance, damage reduction 15/silver
Saves: Fort +0, Ref +0, Will +4
Abilities: Str 12, Dex 10, Con —, Int 4, Wis 15, Cha 13
Skills: None
Feats: Lightning Reflexes, Toughness

Climate/Terrain: Any land and underground
Organization: Cloister (2d4)
Challenge Rating: 2
Treasure: Standard
Alignment: Neutral evil
Advancement Range: By character class

Encounter Level Chart

Summarized below are the Encounter Levels (EL) for all of the encounters in "Rana Mor."

Area	Encounter Description	EL
B	Hmu Ke, Human (Banda) Rgr2/Clr2	6
	Human (Banda) War2 (4)	
C	Chuul (1)	7
D	Giant Leeches (6)	5
F	Phnien Suo, Human (Banda) Ftr5	6
	Siengka Tao, Human (Banda) Clr4	
	U Pe, Human (Banda) Sor4	
	Human (Banda) War1 (8)	
G	Digester (1)	6
H	Tendriculos (1)	6
4	Giant Constrictor Snake (1)	5
6	Huecuva Clr1 (1)	3
10	Destrachan (1)	8
12	Tiny Viper (1)	1
15	*Greater Glyph of Warding* (1)	4
16	Jai Ghi, Human (Banda) Clr5	6
	Human (Banda) Clr2 (2)	
18	Human (Banda) Clr2 (4)	6
21	Tiger (1)	4
	Saeng Ki, Human (Banda) Clr6	+3
22	Saeng Ki, Human (Banda) Clr6	6
	Glyph of Warding (1)	3
23	Collapsing Causeway (1)	2
25	Human Skeletons (12)	4
27	Huecuvas (4)	6
29	Huecuvas Clr1 (2)	8
	Huecuva Clr5 (1)	
31	*Glyph of Warding* (1)	3
32	Large Water Elemental (1)	5
35	Curtains of Darkness Trap (2)	4
35a	20-foot-deep Crushing Pit (1)	6
36	Poison Dart Trap (1)	5
37	Huecuvas Mnk4 (2)	8
38	Lord-Priest Sangket, Huecuva Clr7	12
	Mummies (2)	
39	*Greater Glyph of Warding* (2/crypt)	5 ea.
	Water and Sliding Door Trap (1)	5

Nodwick
by Aaron Williams www.nodwick.com
GREAT GOSH ALLMIGHTY! IT'S A GIANT SNAKE!
I'VE BEEN SAVING A SPECIAL SCROLL FOR JUST SUCH AN OCCASION.
I SUMMON... THE HUNTER!
AW, CRIKEY! LOOK AT THAT BEAUTY! THAT'S AN OPHIDIOUS CONSTRICTUS REX, THAT IS!
NOTICE THE DISTINCTIVE SCALE PATTERNS AS HE CRUSHES ME INTO A BLOODY PULP! NO WORRIES, MATE!
HE'S NORMALLY A NOCTURNAL HUNTER, BUT HE'S MAKIN' AN EXCEPTION FOR ME! BONZER!
HOW DOES THIS HELP?
I THINK HE'S ANNOYING IT TO DEATH.

Stormdancers

Temperamental Elemental

by Ole Münch

translated by Daniel Schumacher • artwork by Douglas Kovacs • cartography by Craig Zipse

"Stormdancers" is a short D&D adventure designed for four 3rd-level player characters (PCs). Characters can be of any class and race, but a primarily good-aligned party is advisable. Rangers and druids are especially appropriate, since one of the adventure's goals is to save a forest from destruction. At least one character should have some ranks in the Diplomacy skill.
You can adjust the adventure for PCs of levels 1-7 using the "Scaling the Adventure" sidebar. The adventure can be integrated into any campaign with a remote coniferous forest.

Adventure Background

Deep in the Evergreen Forest, a lonely mountain rises majestically above the treetops. On this mountain stand the partially crumbled remains of an ancient tower. Its previous owner was a wizard skilled in astronomy and the ways of elemental magic. The wizard is long dead, and only the outer shell of his tower—treated to withstand the fiercest storms—remains.

Toward the end of his life, the wizard succumbed to bouts of paranoia and believed that hundreds of mighty beings and monsters, some of which he met through *contact other plane* spells, had singled him out as a personal enemy. He fortified his tower and erected magical defenses around his subterranean laboratory. Only the threat of an airborne attack remained. To defend his tower against such assaults, he took a black dragon's horn and turned it into a weapon capable of summoning devastating storms that his tower could resist but that would sweep away aerial invaders. He called it the Stormhorn and affixed it to the top of the barren mountain spire.

For centuries after the wizard's death the tower remained undisturbed. Then, for several years, a group of pseudodragons used the mountain spire as a resting place between long flights, wisely leaving the black dragon's horn undisturbed.

Roughly two months ago, a very young and naïve pseudodragon decided to indulge his curiosity and check out the black "drinking horn" lying uselessly on the mountaintop. He played with the horn and discovered that it could generate musical sounds by blowing into it at the small end. Unfortunately, his third try to get a particularly loud and beautiful tone out of the horn ended disastrously, as he awakened the powerful magic that had lain idle so long.

The pseudodragon was surprised and taken aback by the powerful winds he had summoned and fled as fast as his wings could carry him. This proved a clever decision, for the horn had called forth Sushalaw, a greater air elemental. Sushalaw found itself stranded on the Prime Material plane and, to this day, has been searching for a way to return to its home plane. Countless times it has tried to blow the Stormhorn to create a portal, but whenever it stopped blowing the storms subsided and the portal closed before it could enter. Its efforts, however, have summoned dozens of smaller air elementals whose activities are a bane to the nearby Evergreen Forest. The small elementals summoned by Sushalaw's experimentation set out immediately to terrorize the surrounding woodland and its inhabitants, among them a pine treant named Humphgrough.

The unnatural storms created by constant use of the horn have devastated the region. Ever since Sushalaw's arrival, the sky overhead has been shrouded by dark clouds unleashing torrents of rain upon the countryside. These clouds—reflections of Sushalaw's growing frustration—are so thick and heavy that not even natural storms can disperse them.

Adventure Summary

The PCs are traveling through the Evergreen Forest (or any other coniferous forest in your campaign world) and encounter Humphgrough, the dismayed treant. The poor treant fears for the safety of the forest, as many trees have been destroyed by the depredations of sinister elemental beings. Humphgrough believes that the source of the problem can be found at the wizard's tower, which sits near the eye of the perpetual storm.

The PCs must weather the unnatural storm, coping with the dangers of the forest and climbing the mountain. Near the wizard's tower, the PCs find a network of caves where the long-dead wizard once worked his magic. Through these caves, they find a shaft leading to the mountaintop and the Stormhorn.

The climax occurs when the PCs face Sushalaw, a moody and arrogant greater air elemental. The PCs' best chance of survival is to reason with Sushalaw and help it return to its home plane. Only by slaying the elemental or helping it return to its home plane will the endless storms abate.

Uprooted Trees

The PCs are traveling through the forest, far removed from civilization. The adventure begins shortly after dawn:

> You are walking at a leisurely pace along a small path covered with fallen needles from the nearby trees, which rustle in the wind. Gradually the sky darkens, and gray mist begins to roll in. The winding path slopes up the side of a low hill, above the fog, to a barrier of uprooted trees and snapped limbs.

If the PCs examine the fallen trees more closely, they notice that the trees have all fallen westward as if knocked down by a strong wind blowing from the east.

The barrier is no more than 20 yards across, and the PCs have no trouble moving around it. As the characters continue east, the morning sun disappears behind heavy clouds. Thunder echoes in the distance, the wind picks up, and rain begins to fall. A successful Spot check (DC 15) allows PCs to discern a barren spire of rock rising from the forest 10 miles ahead, its peak lost amid roiling gray clouds. More felled trees litter the ground between them and the mountain. PCs who make a successful Knowledge (nature) check (DC 14) sense that the storm is unnatural, since the high air pressure would normally indicate good weather. They also notice that a grim silence has fallen over the forest.

The farther east the PCs travel, the more snapped and uprooted trees they find. Try to evoke a feeling of strangeness with your descriptions of the forest. As the PCs ponder the situation, the forest's silence is broken by a weird sobbing. Read or paraphrase the following at this time:

> Standing amid a copse of uprooted evergreens is a great pine, its branches holding fast against the blustering winds. A peculiar sob erupts from the tree, which turns suddenly in your direction, addressing you in a deep, throaty voice.
>
> "Youuu over thereeeeee! Whaaaat arrrre youuuu dooooing in myyyy wooooooods?"

Creature (EL 8): The treant, Humphgrough, is 243 years old and the self-proclaimed guardian of the Evergreen Forest. His deep sadness stems from his inability to end the violent storms damaging his beloved forest.

Humphgrough draws out every word in a painfully long fashion. If the PCs are not hostile, he tries to befriend them and explain the sad fate that has befallen the forest. He knows the following information:

- For almost an entire season, a perpetual storm has ravaged the forest. The storm seems to originate from a mountain that juts above the hills to the east.
- Centuries ago, a reclusive wizard built a tower on the mountainside. The wizard never posed a threat to the forest and has not been seen for many years. Given the short life span of humans, Humphgrough presumes that he is long dead.
- Shortly after the storms began, elemental "spirits" have been coming down the mountain, destroying trees and scaring off the indigenous wildlife. These angry spirits typically manifest as swirling vortices of air and mist.

Humphgrough asks the PCs to travel to the mountain and put a stop to whatever is causing these unnatural storms. In exchange, he offers the PCs several items taken from a tribe of orcs that tried to lay waste to the forest decades ago; see Treasure below for details.

Humphgrough can guide the PCs to the base of the mountain, although he cannot climb the mountain itself and refuses to wander far from his woods. He does not aid the PCs in combat, since one of the last squirrels in the forest has taken to nesting in his boughs, and he is loath to endanger it.

Humphgrough, Treant: hp 66; see *Monster Manual* 178.

Treasure: Humphgrough keeps some treasure hidden in a hollow under the roots of an old, dead tree. He offers these items in exchange for the PCs' help: a leather sack containing 250 gp and 500 sp, a masterwork battleaxe, a mighty composite shortbow (+2 Strength), a tanglefoot bag, a *potion of heroism*, and a *+1 amulet of natural armor*.

Scaling the Adventure

Even though the adventure has been written with 3rd-level PCs in mind, it can be easily scaled for stronger or weaker parties. Here are some basic guidelines:

1st- to 2nd-level PCs: Run the adventure as written, but be aware that the PCs might need to rest and recuperate during the adventure. Consider reducing the number of random encounters in the forest or weakening certain encounters that might be too tough (for instance, changing the Medium-size air elemental to a Small one, or reducing the number of grimlocks from three to two). Remove Fridgit the ice mephit in area **C** and the animated iron chains in area **D6**, and reduce the damage dealt by the *wall of fire* in area **D8** to 2d6+9 points.

4th- to 5th-level PCs: Increase the frequency of random encounters in the forest, add numbers or Hit Dice to the various creatures encountered, and increase the damage dealt by traps. Consider increasing the size of some of the air elementals by one category, adding two ice mephits to area **C** (Brittyl and Slier), adding two magmin to area **D7** (Tuleefo and Chubaz), and increasing the damage dealt by the shocking lever trap in area **D9** (1d8+14 points). Feel free to insert new encounters, such as two juvenile arrowhawks attacking heroes as they scale the mountain.

6th- to 7th-level PCs: Increase the numbers and Hit Dice of existing creatures, and add new monsters. For example, you can increase the elementals by two size categories, add a belker to area **D9** (assume it was summoned accidentally by Sushalaw), and use the Advancement rules in the *Monster Manual* to make the magmin and ice mephits Medium-size creatures with extra Hit Dice.

Development: If the PCs refuse to help Humphgrough, the treant does not make any further attempt to convince the PCs, since he is too proud to beg for help. However, the PCs must still make their way through the forest and weather the storm.

Through the Storm

The mountain is only 10 miles away, but with so many uprooted trees blocking the way the journey takes 2 hours for PCs moving at a base speed of 30 feet, 3 hours for PCs moving at a base speed of 20 feet, or 4 hours for PCs moving at base speed of 15 feet. The devastation is more evident as the PCs near the mountain. Within 1 mile, only cracked tree stumps remain.

The stormy weather presents various dangers and obstacles to the PCs, as noted below:

Five to ten miles from the mountain, the PCs experience strong winds (21-30 mph) and light precipitation, the effects of which are as follows:

- Unprotected flames are automatically extinguished.
- -2 penalty to ranged attacks and to Listen, Search, and Spot checks.

Two to five miles from the mountain, the PCs must endure severe winds (31-50 mph) and moderate rain, with the following effects:

- Unprotected flames are automatically extinguished.
- Protected flames (such as those of lanterns) have a 50% chance of being extinguished each minute.
- -4 penalty to ranged attacks and to Listen, Search, and Spot checks.

Within two miles of the mountain, the PCs face windstorms (51-74 mph) and heavy rain with the following effects:

- Unprotected flames are automatically extinguished.
- Protected flames (such as those of lanterns) have a 75% chance of being extinguished each minute.
- Ranged weapon attacks are impossible.
- -8 penalty to Listen checks.
- -4 penalty to Climb, Search, and Spot checks.

Forest Encounters

Since all creatures that normally live in the forest have been driven out by the storms, the PCs will not encounter any normal woodland animals. However, the air elementals unleashed by Sushalaw are still at large in the forest, and there are some other hazards as well.

Each hour the PCs spend in the forest, roll 1d6. A roll of 6 indicates an encounter. To determine the specific encounter, roll 1d12 or consult the following table:

Roll (d12)	Encounter	EL
1-3	Gust of Wind (1)	1
4-6	Flying Tree Limb (1)	1
7-9	Angry Air Elemental (1)	3
10-11	Grimlocks (3)	3
12	Assassin Vine (1)	3

Gust of Wind (EL 1): A particularly strong gust of wind buffets the PCs, each of whom must succeed at a Reflex saving throw (DC 12) or be knocked to the ground, taking 1d4 points of damage and being blown back 1d10+10 feet.

Flying Tree Limb (EL 1): A large tree branch flies toward a randomly determined PC. The PC must succeed at a Reflex saving throw (DC 12) or be struck for 1d10 points of damage.

Angry Air Elemental (EL 3): The PCs are spotted by a single Medium-size air elemental roaming the landscape in search of someone or something to destroy.

Medium Air Elemental (1): hp 26; see *Monster Manual* 81 (elemental).

Grimlocks (EL 3): These creatures are part of a small clan that lived in a cave in the hills. Most of the clan was slain by roving air elementals or starved, and the few grimlocks that still prowl the area are hungry for nice, juicy meat. They emit gruesome howls and shrieks as they attack the PCs. Within two miles of the mountain, the grimlocks (who rely on their acute hearing) are effectively blinded (as described in the *Dungeon Master's Guide*, page 83) due to the howling winds.

Grimlocks (3): hp 11 each; see *Monster Manual* 114. Each grimlock wields a crude but effective battleaxe.

Assassin Vine (EL 3): Early storms destroyed the treehouse of a forest gnome, who was an accomplished herbalist. The gnome managed to escape but left behind one of his guardians. The assassin vine has entwined itself around the shattered remains of the gnome's tree and attacks any PC within range. This encounter can occur only once.

Assassin Vine (1): hp 30; see *Monster Manual* 20.

Treasure: Hidden in the cracked trunk of the assassin vine's tree is a small locked coffer requiring a successful Open Lock check (DC 20) to open. Inside are three potions (*Charisma, cure light wounds,* and *feather fall)* labeled in Gnome.

Up the Mountain

When the PCs reach the foot of the mountain, read or paraphrase the following:

> You've reached the foot of the rocky spire whose peak rises to meet the stormy clouds. You can see that the mountain's summit has been sheared off, and high atop this flattened peak dances a great whirlwind that seems to feed on the energy of the storm.
>
> Quick flashes of lightning illuminate a black tower perched atop a lonely overhang nearly 500 feet above. A narrow footpath clutches the nearby rockface and snakes up the mountainside toward a flat rise due west of the dark, sepulchral tower.

The narrow footpath up the mountain leads to area **A**. The climb is strenuous but safe. The steep mountain presents a far more dangerous challenge, even to skilled climbers. Scaling the steep mountainside requires a successful Climb check (DC 16, 20 during the storm) for every round of movement.

There are no random encounters on the mountain, inside the tower, or within the wizard's cave complex.

A. Dancing in the Wind. As the PCs near this area, they begin to hear howling noises that are both eerie and harmonic.

> The narrow footpath rises to the edge of a naturally flat rise some 500 feet above the forest floor. Six monolithic stones, configured to form a crude hexagon, rise 50 feet into the sky. Within the 90-foot-diameter enclosure formed by the monoliths you can see dozens of small, dancing whirlwinds. They seem to be the source of the eerie howling.

The six monoliths form a shrine, at the center of which stands a crude stone altar dedicated to Akadi, the Mistress of the Winds. Thirty-two Small air elementals are swirling about inside the shrine, dancing and howling to attract the attention of their goddess and beg her to return them to the Elemental Plane of Air. So far, the goddess has not answered their pleas.

The elementals' howling symphony evokes a trance in all creatures susceptible to mind-influencing effects, as discussed under **Trap** below. Any attempt to disturb the elementals' wild dance causes the **Creatures** to attack.

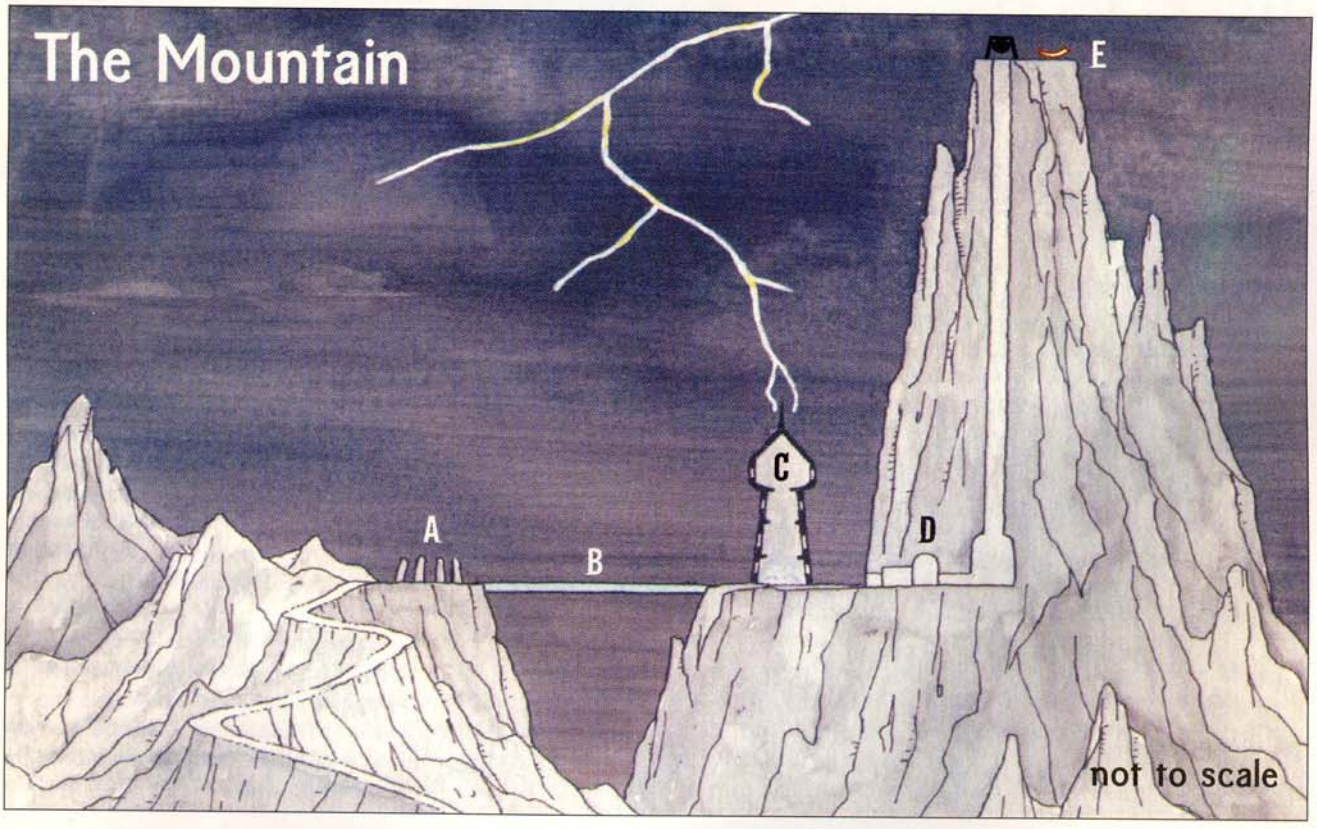
Trap (EL 3): The shrine has a unique property that renders the howls of the air elementals hypnotic, granting effects similar to the *hypnotism* spell. Any PC standing on the rise or within 50 feet of the shrine must succeed at a Will save (DC 13) or stop and stare blankly, *hypnotized*. Any obvious threat, such as casting a spell or drawing a sword, breaks the *hypnotism*, as does shaking or slapping the PC.

A PC who is not freed from the trance after 1d4 rounds is lured into the shrine by the elementals' lulling howls. Any PC who enters the maelstrom of dancing elementals is buffeted for 2d6 points of damage, hurled from the shrine (a distance of 10 feet), and is no longer *hypnotized*.

Any PC who succeeds at the Will save is immune to the effects of the howling for the rest of the encounter but might succumb if the party returns here at a later time.

Creatures (EL 4): The thirty-two elementals dancing in the shrine show no interest in the PCs. They are too enrapt in their dance to care about what goes on outside the shrine. If the PCs deliberately enter the shrine or attack the elementals, four of the elementals snap out of their trance, emerge from the shrine, and attack!

Small Air Elementals (4): hp 9 each; see *Monster Manual* 81 (elemental).



B. Glass Bridge.

Spanning the chasm between the monoliths and the looming tower is a 20-foot-wide, 250-foot-long glass bridge, nigh invisible from a distance. The fierce winds and driving rain make the bridge seem treacherous.

The glass bridge is as strong as steel and resists all attempts to damage or shatter it. Though wide, the bridge has no railings. Navigating it during the storm can be perilous, as detailed under Trap below. The PCs must also contend with **Creatures** watching the bridge from the wizard's tower (area **C**).

Trap (EL 2): Crossing the bridge in the rainstorm requires a successful Balance check (DC 10) each round. A failed check indicates that the PC has slipped and fallen and must use a partial action to stand up. PCs who run or move at double speed across the bridge suffer a -10 penalty to the check; PCs who crawl automatically succeed. On a natural roll of 1, the PC must succeed at a Reflex save (DC 15) or be blown off the bridge, falling 500 feet to the bottom of the mountain.

Creature (EL 3): One of the ice mephits at area **C** watches the bridge. If it spots the PCs (with a successful Spot check, at a -4 penalty due to the storm), it flies over to harry them with its icy breath and spell-like abilities.

A blast from the mephit's breath weapon not only deals damage but also forces the target to succeed at a Balance check (see **Trap** above) or slip and fall.

The ice mephit, Fridgit, returns to the tower if reduced to 6 or fewer hit points.

Fridgit, Ice Mephit (1): hp 13; see *Monster Manual* 132.

C. Wizard's Tower.

Constructed of smooth black stone, this tower stands over 200 feet tall. Lightning bolts periodically strike a long metal spire affixed to the tower's conical roof. Six rectangular windows are spaced equidistantly around the tower's circumference at four different levels. There is no sign of an entrance, however.

The blocks of stone that comprise the walls have been melded together to form one smooth, continuous structure. The tower thus appears shaped from a single piece of black stone. The outer walls were enspelled to resist damage and are extremely resilient (hardness 20; hp 100 per 5-foot-square section). The wizard who raised the tower used *phase door* spells to come and go; without such magic, the PCs must climb through the rectangular windows or holes in the conical roof to gain entry. The windows were once warded with powerful spells, but the magic faded away years ago.

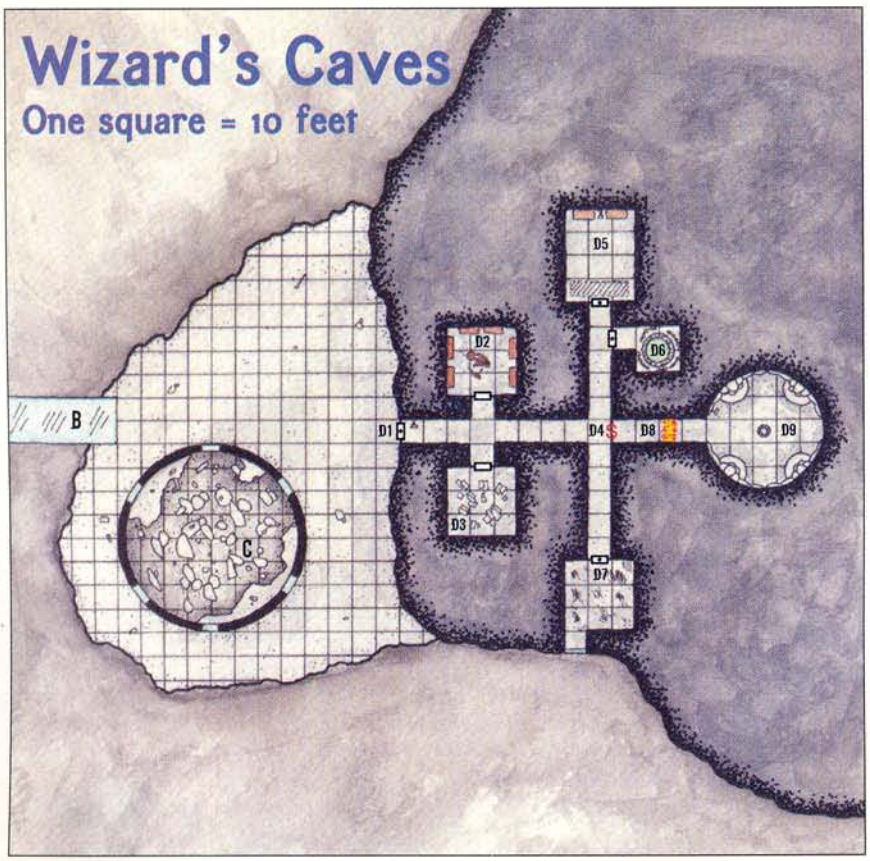
The interior of the tower lies in ruin. The tower is basically an empty shell. Small platforms of jagged stone jutting from the outer walls indicate where the floors had once been.

Creatures (EL 3 if one mephit is present, EL 5 if both mephits are present): A pair of ice mephits currently inhabit the tower. They consider themselves its rightful owners and tolerate no intrusion. If the PCs fought and killed one of the mephits on the glass bridge (area B), only the second mephit is encountered here, and it barters with the PCs (see **Treasure** below) to spare its own meager life.

Fridgit and Glazor, Ice Mephits (2): hp 13 each; see *Monster Manual* 132.

Tactics: The ice mephits are perched atop jagged outcroppings of the partially collapsed second floor. Before closing to melee, they breathe volleys of ice shards at the PCs.

Treasure: The ice mephits have hidden their treasure in an unlocked iron strongbox under the rubble at the base of the tower. Finding the box requires a successful Search check (DC 20). The box contains 300 gp and a *ring of minor elemental resistance* (fire). The ring appears as a gold band illuminated with tiny, flickering flames that give off no heat.



D. Wizards' Caves. This network of caves is where the wizard conducted most of his magical research and experiments. Unless otherwise noted, all corridors are 20 feet high and arched. Doors are made of 2-inch-thick wood. The PCs must provide their own light sources, as the interior is dark.

D1. Elemental Entrance. This massive stone door blocks the entrance to the caves and is described below. It is impervious to physical attacks and spells of 5th level or lower (including *knock* and *transmute rock to mud*).

Set into the mountainside is a 10-foot-wide, 10-foot-high stone door engraved with a exquisite, circular diorama depicting powerful beings from the four elemental planes: a dwarf with flaming hair and arms, a muscular man with a lower torso of swirling mist, a monstrous squid, and a great toothy worm burrowing through rock. There are no obvious handles or keyholes, however.

The carved diorama depicts an azer padishah (fire), a djinni (air), a kraken (water), and a purple worm (earth).

Any living creature approaching within 5 feet of the door triggers a *permanent magic mouth* spell. The *magic mouth* appears above the carved images and asks the following riddle in Common: "What is large enough to fill the sky, yet small enough to pass through the smallest hole?"

If the PCs provide the correct answer to the riddle, "Air," the *magic mouth* disappears and an *arcane mark* spell causes strange glyphs to form in the center of the elemental diorama. The glyphs require a *read magic* or *comprehend languages* spell to translate. A successful Decipher Script check (DC 17) also works. The glyphs read, "Ring to enter."

PCs who inspect the circular diorama closely and make a successful Search check (DC 20) see a ring-shaped indentation at its very center. To open the door, someone must place a magical ring in the indentation. The *ring of minor elemental resistance* found in area **C** will work, as will a normal ring with a spell cast upon it (such as *light* or *Nystul's magic aura*). Once this is done, the door lowers into the ground and remains open for 1 minute. The ring is easily removed as the door begins to sink. After 10 rounds, the stone moves back into place, sealing the passage yet again.

The stone door can be lowered from the inside by pulling on an iron up-down lever affixed to the north wall of the tunnel beyond. So long as the lever stays in the the "down" position, the door remains lowered.

D2. Wine Cellar. Here the wizard stored his prized wine collection, amassing vintages from around the world. Six-foot-high wooden racks line the walls. They still contain many bottles, although most of the wines have turned to vinegar. The rotten remains of a wine cask lay in the middle of the room.

Treasure: PCs who spend an hour or more searching the wine racks recover ten bottle of drinkable wine worth 10 gp apiece.

D3. Storeroom. This room was used to store books and manuscripts. The floor is covered with a wild jumble of moldy books and out-of-date astrological maps.

The books mainly describe fantastic journeys to exotic countries, although much of the narrative is so preposterous as to make one wonder whether these so-called "travelogues" are mere contrivances—the efforts of some fanciful writer to impress gullible readers. Other books include treatises on astrology and dubious historical texts.

Treasure: None of the books is valuable. There are six astrological maps, however, that can be sold for 5 gp apiece to an interested collector.

D4. Secret Door. This appears to be a T-shaped intersection, with passages going west, north, and south. A secret door set into the east wall, however, opens into another passage that leads to area **D8**. The secret door is made of solid granite and sealed with an *arcane lock* spell. A *knock* spell or successful *dispel magic* (cast against 14th-level magic) opens it. PCs can also break it open.

***Arcane Locked* Secret Stone Door:** 3 in. thick; Hardness 8; hp 45; Break (DC 33).

D5. Laboratory. The door to this room is locked. A successful *knock* spell or Open Lock check (DC 18) unlocks it.

Locked Wooden Door: 2 in. thick; Hardness 5; hp 20; Open Lock (DC 18); Break (DC 23).

This rectangular room measures 30 feet wide and 40 feet deep. A pair of long wooden tables rest against the far north wall. The left table is covered with papers, the right table with delicate glassware and alchemical equipment. A wooden stool sits in front of each table. Between the tables, mounted to the wall, is an iron up-down lever currently in the "up" position. Covering the floor are hundreds of chalk glyphs.

The chalk glyphs on the floor are harmless designs meant to draw attention away from the real danger in the room: the ceiling. See the **Trap** below for details.

The wizard removed most of the valuables from this room, leaving behind bits of scribbled notes and failed alchemical experiments. However, PCs inspecting the tables can make a Search check (DC 25) to find the hidden **Treasure**, all but forgotten by the wizard.

Trap (EL 3): Fixed to the 20-foot-high ceiling and filling the southernmost 30-foot-wide, 10-foot-deep section (inside the door) is a spiked iron lattice or grill that has been transformed into a giant magnet.

Any PC wearing metal armor who enters the room is hoisted up to the ceiling (no save), slammed into the grill for 2d6 points of damage, and impaled on 1d4 iron spikes. Likewise, any metal items of Small size or larger are drawn up to the ceiling. (The magnet does not attract Tiny or smaller metal items.) Characters who refuse to let go of their metal weapons and shields as they pass beneath the grill are also pulled up to the ceiling and slammed against the spiked iron latticework.

Pulling down the iron lever on the north wall deactivates the magnet. Any PC stuck to the magnetic grill when it's shut off falls to the floor and takes an additional 2d6 points of damage.

The magnetic iron grill was created with the aid of magic but is not magical; thus, a *dispel magic* has no effect on it. Note that a *spider climb* spell will not "fasten" an armored PC to the floor with enough strength to neutralize the magnet's pull.

Any PC who is aware of the trap and its nature can run across the magnetized area and avoid the magnet's pull with a successful a Reflex saving throw (DC 17).

Magnetized Spiked Iron Grill: CR 3; 10 ft. × 30 ft. area; 2d6 points of damage, +10 melee (1d4 spikes for 1d4+4 points of damage per successful hit); Reflex save (DC 17) avoids; Search (DC 5), Disable Device (n/a).

Treasure: A successful Search check (DC 22) reveals a tiny secret compartment in each table. The first compartment contains a *wand of detect magic* (30 charges); the second holds a *wand of comprehend languages* (25 charges).

D6. Summoning Room. The door to this room is locked; see area **D5** for details.

Carved into the floor of this 20-foot-high, 20-foot-square room is an 15-foot-diameter circle surrounded by arcane symbols. Bolted in the middle of each wall, near the base, is a thick iron chain with a manacle at the end.

This is where the wizard summoned elemental beings to do his bidding. Any PC setting foot inside (or flying over) the circle awakens the **Creatures**.

Creatures (EL 5): Crossing into the circle engraved on the floor causes the four, 10-foot-long iron chains to animate and attack, taking a free partial action during the surprise round. The chains attack only creatures within the confines of the circle, ignoring all other targets.

On a successful hit, an animated chain deals 1d6+1 points of damage and tries to use its manacle to grapple the PC. If three or more chains grapple a single PC within the circle, that PC is trapped and helpless.

Animated Iron Chains (4): CR 2; Medium-Size Construct (10 ft. long); HD 2d10; hp 11 each; Init +0; Spd 0 ft. (fastened to wall); AC 14 (+4 natural); Atk +2 melee (1d6+1, slam); Reach 10 ft.; SA grapple; SQ construct, hardness 8; AL N; SV Fort +0, Ref +0, Will -5; Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1.

D7. Laboratory. The door to this room is made of iron. It is also trapped (see **Trap** below for details).

Trap (EL 1/2): Unlike other doors in the complex, this door to this room is opened by pulling on an iron chain that dangles on the north side. The door cannot be opened from inside the room (there are no pull chains, handles, or hinges to grab); the wizard designed the door specifically so that a *knock* spell was needed to open it from within.

The door (but not the pull-chain) is protected by a *permanent chill metal* spell. Anyone touching the surface of the door takes 1d4 points of cold damage.

Chilled Iron Door: CR 1/2; 2 in. thick; 1d4 points of cold damage (touch); Hardness 8; hp 60; Break (DC 28).

Opening the cold iron door, you are greeted by a rush of hot air. The walls of the room beyond are covered with charcoal scrawls, while all of the furnishings appear scarred by fire. Standing amid the piles of ash is a squat, childlike creature with molten flesh wreathed in searing flames. Its fiery eyes erupt briefly as it charges toward the open door.

This **Creature**—the wizard's former magmin servant—has been locked inside this room for years, held back by the cold iron door. Years of isolation have driven it mad, as evidenced by the deranged ramblings written in charcoal on the walls. (The words are written in Ignan and are mostly nonsensical.)

The glass window set into the southern wall affords an impressive view of the hills and forest below. The glass is magically reinforced and resistant to fire and cold.

Characters who take time to search the room and make a successful Search check (DC 20) find the **Treasure**.

Magically Reinforced Glass Window: 1 in. thick; Hardness 10; hp 20; fire and cold resistance 10; Break (DC 25).

Creature (EL 3): The magmin wants to escape the room, but its mad dash for the door could easily be misconstrued as an attack. If it is harmed, the magmin fights back with manic glee. If the PCs do not attack it, the magmin begins roaming the underground complex, trying to light things on fire.

Lumboko, Magmin: hp 12; see *Monster Manual* 130.

Treasure: Buried under the ashen remains of a broken and charred workbench is a scorched but intact iron coffer containing a warm, bubbling orange *potion of fire breath* on a bed of 150 sp. The potion is labeled in Ignan.

D8. Wall of Fire. This 50-foot-long corridor connects areas **D4** and **D9**. Awaiting PCs in the middle of the hall is the **Trap**.

A blazing curtain of fire completely blocks the corridor.

Trap (EL 3): A *permanent wall of fire* fills the corridor at the east end of the hall, completely obstructing the PCs' view of area **D9** beyond. The west side of the *wall of fire* sends forth shimmering waves of heat, dealing 2d4 points of damage to creatures within 10 feet and 1d4 points of damage to creatures standing between 10 and 20 feet away. Anyone moving through the *wall* takes 2d6+14 points of damage, no save allowed.

The lever for deactivating the *wall of fire* is in area **D9**.

Permanent Wall of Fire: CR 3; 10 ft. wide × 12 ft. high curtain; 2d6+14 points of fire damage (touch), other damage as noted above (no save allowed).

D9. Elevator.

The ceiling of this circular room, though lost in darkness, is clearly supported by enormous granite columns carved to resemble female warriors. These supports merge seamlessly with the walls. A wooden basket, large enough to carry five or six humans, is suspended by a series of ropes just above the floor in the middle of the room.

An iron up-down lever is set into the north wall near the west tunnel. The lever is currently in the "up" position.

The domed ceiling is 100 feet high. A 15-foot-wide, 700-foot-long elevator shaft bores up through the middle of the ceiling to the mountaintop. Mounted above the shaft is a sturdy iron trestle rigged with a large wheel and two pulley mechanisms.

The basket is part of an elaborate, magical elevator system; by climbing into the basket and speaking the proper command words, PCs can climb or descend the elevator shaft. The command words are "Rise!" or "Lift!" (for raising the basket) and "Descend!" or "Drop!" (for lowering the basket). The command words must be spoken by someone in direct contact with the basket for the elevator to work. The basket climbs and lowers at a steady rate of 25 feet per round; thus, the 800-foot trip takes 32 rounds, over just over 3 minutes.

The ropes that support the basket are old and frayed. They can support up to five Medium-sized creatures or ten Small creatures before snapping and causing the basket to plummet.

The iron up-down lever mounted to the wall controls the *wall of fire* in area **D8**. Pulling down the lever deactivates the *wall;* returning the lever to the "up" position reactivates it. Unfortunately, the iron lever has a **Trap**, detailed below.

Trap (EL 1): The iron lever gives off a faint hum, which can be heard with a successful Listen check (DC 12). Each time the lever is touched, it discharges the equivalent of a *shocking grasp* spell. The lever trap is mechanical in nature and thus can be deactivated with a successful Disable Device check.

Shocking Lever: CR 1; 1d8+4 points of electrical damage (no save allowed); Search (DC 21); Disable Device (DC 24).

E. Mountaintop. Read or paraphrase the following if the PCs reach the mountaintop via the elevator shaft:

> The elevator ropes emit disconcerting, creaking noises but do not snap. Rising up the dark shaft, you begin to hear the sounds of the storm outside. Howling winds and droplets of rain beckon you.
>
> The basket emerges from the mountain and hangs from a large wheel mounted to an iron trestle. Suddenly it stops, allowing you to step safely onto a flat mountain peak.
>
> The roiling storm completely surrounds you, through the mountaintop itself is clear. To the northeast, a large gray horn levitates just above the mountaintop. Below the horn rests a rolled-up leather hose connected to triangular bellows. Farther south, about 30 feet from the horn, a 40-foot-high howling vortex rotates wildly. From within the vortex emerges a low voice that crackles like lightning.

The swirling vortex is Sushalaw, the greater air elemental. It was summoned to this plane against its will and wants only to return home. It speaks only Auran, which means the PCs will probably need a *comprehend languages* spell (or the wand in area D5) to understand it. When the PCs first appear, its only words to them are "Free me! Freeeeee meeeeeee!"

Creature (EL 9): Sushalaw has tried in vain to return to the Elemental Plane of Air and has disconnected the leather hose from the Stormhorn. By blowing air through the Stormhorn, Sushalaw has been able to open a portal at the wide end of the horn; unfortunately, Sushalaw cannot blow into the horn and enter the portal at the same time. As soon as the elemental stops blowing and moves toward the portal, it snaps shut.

Sushalaw is too arrogant to consider using the bellows and has discarded it as an inefficient tool made by mere mortals, for mere mortals. If the PCs can reattach the bellows to the Stormhorn, they can generate enough air to open the portal at the wide end of the horn, allowing Sushalaw to escape.

If the PCs succeed in sending Sushalaw home, award them experience as if they'd defeated the elemental in battle.

Sushalaw, Greater Air Elemental: hp 189; see *Monster Manual* 81 for complete statistics.

Tactics: Sushalaw has been stranded on the Prime Material plane for many months and is very moody (as befits its chaotic neutral alignment). It speaks to the PCs as if it is far superior to them. Play him as annoyingly as you like, and make it hard for the PCs to have a sensible discussion with him. Any unacceptable suggestion, stupid joke, or display of pity can send the arrogant elemental into fits of rage. If Sushalaw becomes enraged, only a successful Charisma or Diplomacy check (DC 20) can calm it.

Even though the elemental will threaten the PCs constantly and remind them at every opportunity that they are weak and helpless mortals, it will not attack them unless provoked. All its posturing aside, Sushalaw knows that it's in dire need of help, even though it never admits it. Sushalaw does not care about the destruction it has rained down upon the Evergreen Forest, and any attempt to make it feel sorry for what it's done only annoys it further.

Treasure: The Stormhorn is magically held in place and in no danger of being blown (or taken) away, although PCs can move it to any point on the mountaintop. The spiralling horn measures 9 feet long, with a diameter of 3 feet at its broad end. If the horn is blown with sufficient force, a portal to the Elemental Plane of Air opens in the horn's "mouth." Only creatures that can fit through the horn's 3-foot-diameter "mouth" can pass through the portal. (That includes Small and Medium-size PCs!)

Opening a portal to another plane, particularly one as turbulent as the Elemental Plane of Air, can be risky. Each time a portal opens, there is a 5% chance that some denizen of the elemental plane is drawn through the portal unwillingly. Use the following table to determine what emerges:

Roll (d%)	Creature	EL
01-75	Small Air Elemental	1
76-80	Juvenile Arrowhawk	3
81-85	Medium-Size Air Elemental	3
86-90	Air Mephit	3
91-93	Large Air Elemental	5
94-95	Belker	6
96-97	Huge Air Elemental	7
98-99	Invisible Stalker	7
00	Greater Air Elemental	9

Finally, in addition to opening a portal to the Elemental Plane of Air, blowing the Stormhorn immediately conjures forth a terrible windstorm. The effects of the storm are noted in the "Through the Storm" section and last for 1 hour (or until the Stormhorn is blown again).

Only a creature of Large size or bigger can blow the horn without the aid of the bellows.

Development: Once the PCs use the horn to send Sushalaw home, the smaller air elementals in area A realize what has happened, snap out of their trance, and converge on the mountaintop to follow the greater elemental back through the portal. If the PCs deny the smaller elementals their escape by closing the portal too soon, the elementals attack the PCs until they reopen the portal.

Concluding the Adventure

When the PCs climb down from the mountain, they are greeted by Humphgrough. If the PCs were successful in sending the greater air elemental back to its home, his gratitude and enthusiasm know no bounds. With the threat to the Evergreen Forest taken care of, he makes plans to "order trees" from far away parts of the forest to transplant themselves in the destroyed areas. He also plans to collect and sow seeds, fight off any remaining air elementals, and tell the animals about the heroes' glorious victory!

The treant might ask the PCs to help return the forest to its former beauty. Should the PCs agree to help, they will need to spend about three months in the forest. Award them 200 XPs for each month spent helping Humphgrough. During this time, many interesting things could happen. The PCs might have to contend with an unexpected influx of forest gnomes, collect seeds from a remote part of the forest inhabited by xenophobic centaurs, or track down the forest's unicorn guardian, who has been missing for several months. Ω

Ole's older brother introduced him to the D&D game at the tender age of thirteen. Now eighteen, Ole plans to finish school in July. He would like to dedicate this adventure to his lovely girlfriend, Denise.

D.CRAMER

Mysterious Ways

Touched by the Hand of God

by Thomas Harlan

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"Mysterious Ways" is a D&D adventure set in the Holy Land (Israel and Jordan) during the time of the Crusades (1114 A.D.) in an alternate-Earth setting. This is a world where the portals to otherworldly realms, particularly the Lower Planes, are closed—sealed shut by the power of the True Cross, a holy relic sought by evil thieves who would see the gates to the Lower Planes flung open. Magic exists in this alternate world, but it is less prevalent than in other D&D campaign settings. This paucity of magic serves the core of the adventure's storyline and should be preserved, if possible.

This adventure is designed for a party of four 7th-level player characters (PCs). It is recommended that the party include at least one lawful cleric or paladin. Consult the "Adapting the Adventure" sidebar for ways to incorporate the adventure into generic D&D campaigns and modify it for higher or lower levels of play.

Monsters Non-Player Characters (NPCs) Objects Traps Treasures

Adventure Background

The Christian and Islamic Messiahs drove much evil from the world by closing and sealing extra-dimensional portals used by creatures like demons and devils. This had the residual effect of blocking out much of the energy that powers arcane magic, but leaving divine magic unaffected. The spells and rituals used to seal the portals to the Lower Planes were anchored and are maintained by relics that were closely related to the Messiahs' deaths. One of these items is the True Cross. If it is destroyed in a particular way, the barriers protecting the Middle East and Europe will be torn asunder, allowing the portals to open.

The True Cross

Though naught but a hunk of wood 2 feet long, the True Cross is imbued with tremendous magical power, shielding the Earth from invidious extra-planar beings. It has the power to send dreams or visions to those of pure heart within line of sight. Furthermore, it can seep blood from its pores; when touched by the pure of heart, the blood of the True Cross establishes a link between it and the toucher. Henceforth, the True Cross can send visions to that individual, even if the relic is beyond sight. The True Cross cannot be destroyed save by extraordinary means and can be wielded as a *+5 holy light mace*.

The Crusade, despite its heroic ideals, is filled with political infighting and power plays. Even the True Cross cannot escape the intrigue. When Crusaders decide to protect the True Cross from "Saracen bandits" by moving it to Jerusalem, one of the Crusaders—a Hospitaller named Guifred of Tyre—determines to steal it and hand it over to the evil Petran sorcerer, ul Mejid, in exchange for eternal life and magical power. With the aid of several confederates, Guifred steals the True Cross as it is transported across the desert to Jerusalem—the first step in ul Mejid's plan to return magic to the land.

Adventure Synopsis

The PCs are allied with the Crusaders or are Crusaders themselves. Eighteen days before the Christian holiday of Easter, Cardinal Fortuna of Bethlehem summons the PCs and informs them the True Cross has been stolen. Cardinal Fortuna has the erroneous belief that those who attacked the wagons were Saracens, but why or where they took the True Cross is unknown. The Cardinal suggests that the PCs begin their investigation at the site of the attack and follow the thieves' tracks.

The Cardinal's Greek Orthodox counterpart, Bishop Mixalos, believes that the culprit was one of the Knights, Ludvig of Beersheba, who stole the True Cross in a plot to embarrass the King, and he suspects that Ludvig has taken the relic back to his home of Beersheba. The PCs can believe either man, but the quickest path to finding the True Cross begins at the site of the ambush.

The raiders' tracks lead past El Majd and Eshtemoa to the deserted ruins of Tel'Arad, where evidence of the True Cross is found in the form of a pool of wet blood on the floor. Any PC who touches the blood is granted a vision.

Adapting the Adventure

This adventure is designed for a party of four 7th-level characters. However, the adventure can be modified for parties of different levels simply by adjusting the number and strength of the adversaries and by altering the adventure's timeline.

To make the journey from Bethlehem to Masada, it takes approximately three full days (including time to conduct investigations, talk with locals, and make and break camp). This puts the PCs at Masada roughly 24 hours before Baron Guifred shows up to see the True Cross safely to Petra. Low-level PCs might need more time to make the trek, since they're likely to fail some key skill checks, and they might need to retreat and rest after fighting in Masada for a while.

Scaling the Encounters

Here are some specific suggestions for modifying the adventure for lower- and higher-level parties:

3rd- to 4th-level characters: The most important thing you can do here to ensure adventure balance is to give the PCs more time. Have Cardinal Fortuna summon the PCs nineteen days before Easter (instead of eighteen). This should put the PCs in Masada on the evening of March 31st—two days before Baron Guifred shows up to take the True Cross away. This gives low-level adventurers a chance to retreat to the desert from Masada once to replenish spells and heal wounds. It also gives them one more day to track down ul Mejid should they manage to retrieve the True Cross within the first day.

For specific encounters up to and including Masada, follow these instructions: Instead of the digesters in area **6**, ambush the PCs with one giant stag beetle (*Monster Manual* 206-207). In area **7**, reduce the number of Petran scouts by two. Reduce the number of fiendish hawks in area **13** by three. If the PCs encounter the ghosts in area **21**, reduce the number of creatures by five. Reduce the number of Hospitallers in area **23** by two and the number of men-at-arms by three. Reduce the number of squires in area **24** by two. In area **26**, change the yellow mold to green slime (*Dungeon Master's Guide* 117). In area **27b**, have the PCs encounter Nahain alone, and give him one less ranger level. Also, give Izabeyl, in area **27e**, two fewer monk levels. In area **28**, make Lukaas a 4th-level fighter(instead of a 6th-level fighter. Finally, make Baron Guifred a 5th-level fighter; make Clystro a 1st-level rogue/1st-level cleric; and cut the number of Hospitallers and squires in half (to fifteen each), for a total of five groups of three knights and three squires each. Also, instead of summoning a succubus with scroll of *lesser planar ally*, have Guifred summon a 6-HD quasit (EL 5).

In the Moab and Edom section of the adventure, make Daruf Axestorm a 5th-level fighter (area **31**).

In area **37**, make Mekrisi a 1st-level rogue/2nd-level wizard, and reduce the number of Petran guards by two. Also, instead of gargoyles, have Mekrisi and the guards joined by a single *charmed* giant lizard (*Monster Manual* 198) with a climb speed of 30 ft. (instead of a swim speed of 30 ft.). In area **38**, reduce the number of shadows by two. In area **41**, replace the *charmed* gargoyles with two *charmed* giant lizards. In area **42**, give the PCs an additional clue to let them know that threatening ul Mejid and his family will cause the phasm to attack; perhaps it queries them ominously, "Do you mean harm to Lady Illé or her husband? Woe to you if you do." In area **48c**, reduce the number of Petran guards by two. Reduce ul Mejid to 6th-level, and make Ghazi ibn Saud a 4th-level fighter.

5th- to 6th-level characters: As above, but use one digester in area 6 instead of two. In area **7**, reduce the number of Petran scouts to three, keep the normal number of fiendish hawks in area **13**, and reduce the number of ghosts in area **21** by two. Reduce the number of Hospitallers in area **23** by one and the number of men-at-arms in the same area by one. The number of squires in area **24** can remain the same. In area **27b**, Nahain should be accompanied only by one Petran guard, and in area **27e**, Izabeyl should have one fewer monk level. In area **28**, make Lukaas a 5th-level fighter. Baron Guifred should be 7th-level, and he should only be accompanied by twenty Hospitallers and twenty squires. Clystro and the succubus can remain as written.

In area **31** (Moab and Edom), make Daruf a 6th-level fighter.

In area **37**, leave Mekrisi's statistics unchanged and simply reduce the number of gargoyles to one. Area **38** should have only three shadows. Reduce the number of gargoyles in area **41** to one, as well. In area **42**, give the PCs the same hint (see above), but feel free to be a little less obvious about the wisdom in provoking the phasm. In area **48c**, reduce the number of Petran guards by one. In area **48e**, Lady Illé can remain as originally written. In area **48g**, make ul Mejid an 8th-level wizard, and make ibn Saud a 5th-level fighter.

8th- to 9th-level characters: Keep the timeline of the adventure as originally written. All Petran scouts (areas **7** and **34**) should gain one fighter level, as should all Petran guards (areas **27b**, **37**, **39**, and **48**) and Hospitallers (areas **12**, **23**, and in Baron Guifred's retinue). Area **6** should remain as originally written, but bump the digesters up to 10 Hit Dice each. Give Hanahin one more level of ranger and Izabeyl one more level of monk. Also, Baron Guifred should be 9th level.

In area **37**, give Mekrisi two more levels of rogue, and add one more *charmed* gargoyle. In area **48**, Lady Illé should have one more wizard level, ul Mejid should have one more wizard level, and Ghazi should have one more fighter level.

10th- to 11th-level characters: As above, but all Petran scouts (areas **7** and **34**) should gain one fighter level and one rogue level, and all Petran guards (areas **27b**, **37**, **39**, and 48) should gain two fighter levels, as should all hospitallers (areas 12, 23, and in Baron Guifred's retinue). Area 6 should remain as originally written, but bump the digesters up to 12 Hit Dice each. All else in the Masada portion of the adventure should remain as originally written, except give Hanahin two more levels of ranger and Izabeyl one more level of monk and one more level of fighter. Also, Baron Guifred should be 11th level.

In area 37 of Petra, give Mekrisi two more levels of rogue and one more level of wizard, and add one more charmed gargoyle. Also, make all the gargoyles (in this area and area 41) Large 7-HD gargoyles. In area 48, Lady Illé should have two more wizard levels, ul Mejid should have three more wizard levels, and Ghazi should have two more fighter levels.

The tracks continue onward to the plateau of Masada and the ruined citadel located atop it. The PCs must overcome the raiders' defenses and obtain the True Cross before a demon is summoned to carry the True Cross away. If the PCs fail to recover the relic or lose it when Guifred and his men counterattack, they have a chance to regain it, as explained by Cardinal Fortuna when the Cardinal arrives with more Crusaders.

The adventure continues as the PCs hunt down and destroy the evil sorcerer, ul Mejid, who they learn is hiding in the city of Petra. Once at Petra, the PCs must locate ul Mejid, his "right hand of darkness" Ghazi ibn Saud, and his wife Illé and stop them from completing a ritual that could destroy the True Cross and open a *gate* to the Lower Planes.

The Quest Begins

Read or paraphrase the following boxed text to the players to begin the adventure:

> It is the time of the Crusades. The knights of Western Europe are attempting to claim the holy lands of the East from the Saracens. The year is 1114. The date is the twenty-eighth of March, eighteen days before that holiest of Christian days, Easter, which occurs on April the fifteenth.
>
> People are gathering in Bethlehem, for soon the festivities will begin—masses, celebrations, and other events to mark the special occasion.
>
> Despite the politics and the feuding knights and barons, it is a good time to be a Crusader. Fame is within your grasp, along with the requisite fortune to go with it.
>
> You have been gathered together from the various churches and inns of Bethlehem by servants of Cardinal Fortuna and led to the monastery that adjoins the Church of the Nativity. You are ushered through a quiet garden-filled courtyard, through the cool, dim halls beyond, to a small atrium outside of Fortuna's office.
>
> A few moments later, you are shown into a large and airy room. Windows on the north wall are partially open, revealing another courtyard filled with flowers. A large desk covered with papers and books dominates the chamber. Four chairs rest in front of the desk.
>
> Bishop Mixalos is standing by one of the windows, staring pensively out at the distant heat-shrouded hills. Cardinal Fortuna sits behind the great desk, his long face creased with worry. The Cardinal introduces himself and Bishop Mixalos, politely offers you chairs, and starts to speak.
>
> "As you know," he begins, "the True Cross is being moved from the Monastery of Saint Basil in the Sinai to the Church of the Holy Sepulcher in Jerusalem, there to be placed under the care and guardianship of the Kingdom of Jerusalem. This effort has been sponsored by His Grace King Baldwin and by the Roman Church, as represented by myself. The intent of this effort has been to better safeguard this holy relic."
>
> Mixalos snorts and continues to stare out the window. Fortuna glares at him and continues.
>
> "Unfortunately, a day ago the caravan carrying the Cross was attacked at Abu Kheit Wadi, just south of the town of Hebron. The knights escorting it were slain, their drovers and animals scattered. The True Cross and a number of other objects of worth were taken by raiders who vanished back into the desert whence they came. This news reached me about three hours ago. It is of surpassing importance to recover the True Cross immediately. I have determined, therefore, to dispatch a small group to recover it from these brigands. If you are willing to aid the cause of God, I beseech you to take up this quest."
>
> Bishop Mixalos turns from the window, sizing you up as the Cardinal continues. "An Orthodox monk who escaped the slaughter and made it to Hebron before dying said that the raiders numbered some twenty men. The raiders rode desert horses and wore Saracen garb. They attacked the caravan yesterday evening at sunset. Sir Wulf, the bailiff of Hebron, received word of the attack an hour or two later and immediately dispatched a rider to me. I have sent word to Jerusalem, but swift action is needed to rectify the situation."

Fortuna is not prepared to give PCs a detailed explanation of the political situation or his personal life—that is not in his interest—and urges them to get on the road as quickly as possible. If the PCs ask Bishop Mixalos for his opinion regarding the situation, Mixalos suggests that the Cardinal might be mistaken on several counts, but he's unwilling to discuss it further in the Cardinal's presence.

If cornered outside of the Cardinal's office, Bishop Mixalos wishes the PCs good luck in their quest and warns them that, despite evidence to the contrary, the Saracens might not be the ones responsible for the True Cross's theft. He is unwilling to share his theories, however, merely trusting that the PCs will uncover the truth in the course of their investigation.

Development: Mixalos retires to the Byzantine prefectory across the square, in an unremarkable building on a side street between a rug shop and a tinware store. Should the PCs request an audience, Mixalos's servant admits them and shows them upstairs into a dark and cluttered office.

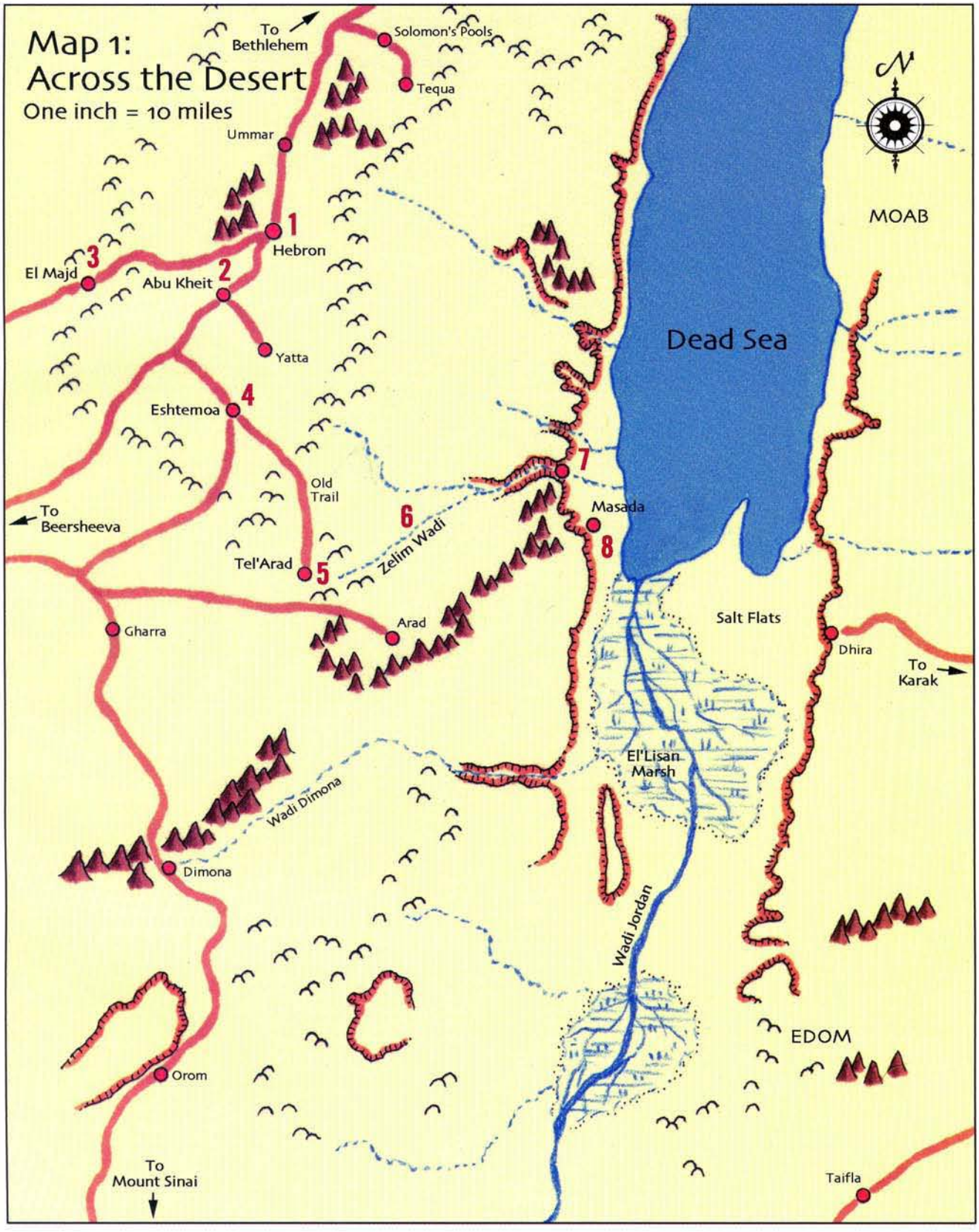
The Bishop answers the PCs' questions curtly and advises them that their countrymen are not wholly on the side of God. With a smirk, he warns them that the Arabs are more honorable than the Crusaders. Mixalos does not know that Guifred von Karlsruthe is behind the theft of the True Cross, nor does he know of the Petrans (other than from ancient history). If pressed, he might speculate that Ludvig of Beersheba might profit from the theft of the True Cross and the ensuing embarrassment to King Baldwin. Knowing this, the PCs might want to travel west to Beersheva in pursuit of "Ludvig's raiders." This should be allowed, although you'll have to improvise their adventures in Beersheva and Ludvig's domain.

Hanging Out in Bethlehem

PCs can purchase supplies in Bethlehem. The standard currency is the ducat (1 ducat = 1 gp). The maximum gp value of any item available for sale is 150 gp; although the PCs can procure potions and scrolls, no other types of magic items are available for sale. Arcane scrolls are double the cost listed in the *Dungeon Master's Guide*, as arcane spellcasters are rare.

The town is small and perched atop a high hill. The buildings are densely clustered, and the focal point of the town is the square in front of the Church of the Nativity. Nearly all of the shops sell religious trinkets, books, curios, nonmagical talismans, charms, and holy water.

The PCs can purchase a map of the region for 2 ducats (2 gp). It is hand-drawn and badly lettered, but accurate. Feel free to trace a copy of Map 1 for the players.


Map 1:
Across the Desert
One inch = 10 miles
To Bethlehem
Solomon's Pools
Tequa
Ummar
1
Hebron
3
El Majd
2
Abu Kheit
Yatta
4
Eshtemoa
Old Trail
To Beersheeva
6
Zelim Wadi
Tel'Arad
5
Gharra
Arad
7
Masada
8
Dead Sea
N
MOAB
Salt Flats
Dhira
To Karak
El'Lisan Marsh
Wadi Dimona
Dimona
Wadi Jordan
EDOM
Orom
To Mount Sinai
Taifla

Across the Desert (Areas 1-8; Refer To Map 1)

1. Hebron. The PCs journey from Bethlehem to the bustling town of Hebron (El-Khalil to the Palestinian natives), passing many small villages along the way. By horse it takes a day of hard riding to reach Hebron (a distance of approximately 30 miles). The road is good and winds down through barren hills. Orchards of olive trees and fields of wheat and barley line the road between these towns. The entire valley is the domain of Wulf of Hebron. The only people the PCs are likely to meet on the road are farmers with livestock and a few passing Egyptian merchants.

When they reach Hebron, the PCs are greeted at the north gate by two German sergeants (LG male human War2) in the household of Sir Wulf Hohenstaufen and are informed that the baron will meet them at the Gaza tower at the south end of town. If they reach Hebron in the evening, the PCs are assigned lodgings at the tower (where the Baron has his administrative offices). The large and hearty Wulf (LG male human Ftr5) meets them there and offers to take them to Abu Kheit himself or send two of his Palestinian scouts to show them the way to the site.

2. Investigations at Abu Kheit. Abu Kheit is a large, dry wash—or *wadi*—about 6 miles south of Hebron. A few buildings stand on the Hebron side of the crossing: an inn, a stable, and two houses. The natives have cleared out due to the trouble, leaving only a scrawny goat or two. The sides of the dry river are lined with palms, olive trees, and scrub brush.

One of Wulf's sergeants (LG male human War3) is here with six laborers to bury the bodies of the slain. A priest is supposed to come from Bethlehem to sanctify the ground and read a mass for the dead, but the priest has not yet arrived. If one of the PCs is a cleric, Wulf or one of his scouts requests that he or she perform these services.

There is a conspicuous lack of natives about. The sergeant commanding the burial detail relates that they always head for the hills when trouble occurs, to avoid reprisals.

The scene of the crime lies at the south edge of the wadi. The following will be apparent to PCs who examine the scene:

> Apparently, the caravan was allowed to enter the sandy bottom of the wadi, and then a tree was felled behind the last wagon. Mounted men then charged out from behind the inn and fell upon the guards from the front. A fierce fight ensued before the guards were slain. At the same time, other attackers fired on the wagons with arrows, killing the priests and drivers. A few of the servants escaped, along with the monk who later died of his wounds.

The tracks of the assailants are of two kinds: small unshod horses (desert ponies) and larger shod horses (chargers). Any PC with the Track feat who makes a successful Wilderness Lore check (DC 10) can tell that the shoes of the horses use German-style square-headed nails rather than the circular style favored by Arabs and Normans. The attackers then departed to the west in the direction of El Majd, a small village roughly 12 miles to the west over a range of hills.

Should they be examined, the attackers' arrows are of Edomite make.

Wulf (or, if he is not present, the sergeant) shares his belief that the attackers are raiders out of the Saracen fortress of Gaza, far to the west on the Mediterranean. He thinks the raiders will try and make for the deep Negev to avoid the Crusader castles at Beersheva and Ashkelon.

3. El Majd. PCs can easily follow the raiders' trail west from Abu Kheit through the Duran hills to the town of El Majd. No apparent effort was taken to obscure their trail, and it leads clearly over hill and dale to the tiny village. The locals are reticent and reclusive. Should one be questioned, he says only that "the desert wolves came by night and left at dawn, heading west."

There is an almost palpable sense of evil clinging to the whitewashed buildings of the village. If the party includes a paladin, that character experiences a tremendous sense of foreboding, as if a great darkness passed through the village and was only recently lifted.

The trail from El Majd does start out west, but beyond the town it turns sharply south and then back east and passes to the south of the village and into the tumbled wasteland of the southern Duran hills. Here the trail is obscured and hard to follow, requiring the Track feat and a successful Wilderness Lore check (DC 15). It runs roughly southeast back over the Duran hills, across the road to Hebron—along which the monks traveled several days before—and then parallel to the road from Hebron to Eshtemoa (see area 4 below). Clearly, it seems, the raiders wanted it to appear that they were traveling west toward the Saracen strongholds, when in fact they did not.

4. Eshtemoa. In this village, the locals are still discussing the strange party of travelers who arrived on the night of the 28th. Apparently, the travelers arrived well after dark with tired horses, booted the innkeeper out of his home, moved in, slept, and then departed south at first light, taking with them the inn's entire supply of wine, cheese, figs, and dates. One youth reports that the strangers were "Rumish" (Roman or Byzantine in the local parlance), while another argues that they were Edomite raiders. Everyone agrees that they acted suspiciously and were in a hurry. There are no supplies to be had here, save water.

5. Ruin of Tel'Arad. From Eshtemoa the trail is fairly clear: The raiders followed a shepherd's trail south through the jagged crags and tumbled ravines of the Adasho Hills to the deserted ruin of Tel'Arad. PCs who search the ruins spot the remains of a large camp. Another successful Wilderness Lore check (DC 10) reveals that the attackers camped here for a full day or so and ate the wine, cheese, and figs taken from Eshtemoa. Both types of horses were here, and a lone guard was positioned on the top of the remaining intact building in the ruin.

A successful Search check (DC 15) reveals a pool of wet blood on the floor in one corner of the intact building. Despite the desert heat, the pool has not dried. This peculiar remnant was left by the True Cross, which occasionally seeps the blood of the Messiah from its pores. Any PC touching or tasting the blood collapses to the ground in a sudden faint and experiences a vision. If this happens, take the player character aside and read the following:

A dull blue sea shimmers under a hot sun. A dove flies above the slow surge of the waves. You are floating in the heat, suspended in the heavy water. In the distance a great tower looms. There is the faint sound of battle. Voices cry out for salvation. You rise from the water and speed over a desolate land. A great mountain surrounded by the fume and smoke of battle rises from the plain. Atop the mount a burning white light shines as brightly as the sun. You sweep low over the rooftops and trees of a great city toward the light. Suddenly darkness falls upon the land like a shroud. Something enormous moves in the darkness and . . . You awaken with a shout, your body trembling.

You should read the above text only once; it is up to the player to remember the details of the vision and relay them accurately to the other players. If multiple PCs touch the blood of the True Cross, they all receive the same vision. PCs who experience the vision are dazed for 1 round (see page 85 of the *Dungeon Master's Guide*).

6. Zelim Wadi. From Tel'Arad the trail is plain, turning north and east through the Zelim wadi. The dry river runs down between great cliffs through a narrow canyon to the plain at the west edge of the Dead Sea.

Creatures (EL 8): As the PCs move through the Zelim wadi or take their midday rest, have them make a Listen check (DC 13) to hear something sloughing through the sand of the wadi, coming toward them. The steep sides of the wadi prevent easy escape, and there's no cover behind which to hide other than an occasional boulder washed down during the seasonal rains.

From around a curve in the wadi they see two digesters approaching. Digesters are hunting and eating machines. Upon finding likely prey, they charge forth and spray acid. If the initial attack is insufficient to kill the prey, the digesters rake with their legs until they can squirt acid again.

Digesters (2): hp 68 each; see *Monster Manual* 54.

7. Canyon Mouth. At the end of the wadi, as they emerge from the high sandstone cliffs of the canyon, PCs spot a tumbled old building—little more than a ring of stones—set against the north cliff face. A shallow cave lies at the back, and within are the remains of many fires. During the day, the cave and old fort lie in shadow. It is clear that the attackers camped here for a day, in the shade under the cliffs. Here the trail turns south and runs along the base of the cliffs toward the mesa of Masada (area **8**), which is visible from the canyon mouth.

Creatures (EL 8): Petran scouts from Masada attempt to ambush the PCs as they examine the camp in the old fort.

Petrans come from Petra, the Demon-Haunted City, a forlorn place mentioned only in whispers. Petrans can trace their bloodlines back to fiendish outsiders summoned to the world long ago. These tieflings are reviled and shunned by just about every other race in the Holy Lands, even though few display prominently fiendish physical traits. (Most appear human.)

Six Petran scouts are hiding behind boulders south of the ruined fort and attempt to paralyze the party's horses with poisoned arrows before scampering back to Masada to warn Nahain and Izabeyl, their leaders (see area **27**). PCs who scout the area for signs of trouble can make a Spot check (opposed by the Petrans' Hide checks) to see the concealed enemies.

Captured scouts would sooner die than betray their kin, and only by *charming* them can the PCs glean any information about Masada's defenses or occupants.

At a distance, these tieflings appear human. However, they all carry a whiff of brimstone about them.

Petran Scouts, Male Tiefling Ftr1/Rgr1/Rog1 (4): CR 4; Medium-Size Outsider (5 ft. 5 in. tall); HD 1d10 (Ftr) plus 1d10 (Rgr) plus 1d6 (Rog); hp 18 each; Init +2 (Dex); Spd 30 ft.; AC 13 (+2 Dex, +1 padded armor); Atk +4 melee (1d8+2/crit 19-20, longsword); or +2 melee (1d8+2/crit 19-20, longsword), +2 melee (1d6+2/crit 19-20, short sword); or +5 ranged (1d8/crit ×3, longbow with Weapon Focus feat); SA *darkness* 1/day (cast as Sor3), sneak attack (+1d6), favored enemy (humans), Ambidexterity and Two-Weapon Fighting (in light or no armor); SQ fire, cold, and electricity resistance 5; AL NE; SV Fort +4, Ref +4, Will +0; Str 15, Dex 14, Con 10, Int 11, Wis 11, Cha 8.

Skills: Climb +2, Disguise +2, Escape Artist +2, Hide +6, Intuit Direction +2, Listen +5 (includes Alterness feat), Move Silently +6, Pick Pocket +2, Read Lips +3, Ride +2, Search +2, Spot +4 (includes Alertness feat), Tumble +2, Use Magic Device +2. *Feats:* Alertness, Track, Weapon Focus (longbow).

Possessions: Padded armor, longsword, short sword, longbow with 20 arrows, vial of poison (4 applications of carrion crawler brain juice; Contact DC 13; causes paralysis for 2d6 minutes), dust-brown cloak, tunic.

8. Masada. This location serves as the stronghold for the evil holders of the True Cross and is fully described below.

Masada (Areas 9-29; Refer To Maps 2-5)

Masada is a high, wedge-shaped mesa about 3 miles from the western shore of the Dead Sea. The mesa measures about 600 yards long and 300 yards wide at the middle, tapering at the north and south ends. The south half of the mesa is bounded by a wide valley, with a dry stream running down the middle.

Once a stream ran along the base of the mesa cliffs and thence down to the Dead Sea. However, during the Roman siege of 72-73 A.D., a large siege ramp was built from the plateau to the top of the mesa.

The slopes of the mesa rise 300 feet at a 45-degree angle on the west, east, and south sides. Sharp cliffs then begin and rise another 200 feet to the top of the plateau. The north side of the mesa is a sheer 500-foot-high cliff from top to bottom. To the north and west, the plain at the base of the mesa runs to the Dead Sea and is pretty much flat. To the south lies a rugged canyon, beyond which rises another larger mesa that abuts the Nar Ben Yaif mountains.

The fortress atop Masada was first built by King Herod of Judea as a refuge and a vacation palace. In 43 A.D., Herod feared the power of the Petrans to the east and the rebellious nature of his own subjects. He desired a remote and unassailable fortress to which he could flee if worse came to worst.

In 72 A.D., after the Jewish revolt had been crushed by the Roman Emperor-to-be Vespasian, his son Titus laid siege to the fortress at Masada which, at that time, was occupied by Jewish rebels called the Zealots, who had escaped the destruction of Jerusalem. Now, years later, the fortress has become a refuge for Petran marauders and knights loyal to Baron Guifred von Karlsruthe. These knights, known as Hospitallers (a military order established in Jerusalem), are led by Guifred's trusted liegeman, Sir Lukaas Solvengson. Lukaas and his loyal squire, Gus, have made the Hanging Palace (area **28**) their temporary home and keep the True Cross there.

9. Siege Ramp. This earthen ramp is quite old, and some of it has fallen away. Sections of the ramp shows signs of recent repair, however, as Lukaas had his Hospitallers rebuild the ramp to permit safe passage by horses. It takes about 30 minutes to climb the ramp on foot to the top.

10. Ruined Wall. A 12-foot-high wall once encircled the top the mesa. In the past, its crenellated battlements offered protection to defenders as they rained arrows down upon attackers in the valley below. Now, entire sections of wall have collapsed. The only sections that remain intact are the walls surrounding the West Gate (area **12**) and South Bastion (area **22**). In other places, the walls have fallen, leaving holes and piles of debris. PCs can move through these "gaps" or climb the mounds of rubble easily enough.

A number of fortified camps once stood at regular intervals along the inner walls. All of these edifices have since fallen to ruin and are visible only as mounds of debris or dirt-filled depressions in the rock. If the PCs excavate and search these ruins, they find old cooking pots, coins, and other rubbish left behind by their previous tenants, but little of value.

11. Snake Path Gate. Other than the siege ramp (area **9**), the only access to the top of Masada is via a narrow, twisting path that runs up the northeast face of the mesa. Called the Snake Path because of its many twists, it requires a successful Search check (DC 20) to find and is used only by the Petran scouts. Taking 20 on the check reveals the Snake Path after 1 hour of searching.

The Snake Path ends at a collapsed section of wall. PCs must climb over this rubble to enter the fortress.

12. West Gate. The walls surrounding the West Gate are still intact. Two 15-foot-tall towers flank the 10-foot-wide open gate leading into the fortress. The southmost tower has been rebuilt, with a ladder leading up to the open rooftop. It is guarded day and night (see **Creature** below). During the day, a blanket provides the guard with a sun-shade. At night, a small fire is lit in the corner of the stone floor to keep the guard warm.

The large barracks that once adjoined the gate has completely collapsed, leaving only isolated pieces of wall standing.

Creature (EL 3): Unless the PCs take special care not to be seen, the guard on the south tower spots them as they climb the siege ramp. The guard needs to make a successful Spot check (opposed by the PCs' Hide checks) to spot PCs scaling the cliffs. If the guard spots intruders, he abandons the tower and heads to the Byzantine Church (area **23**) to warn the other knights.

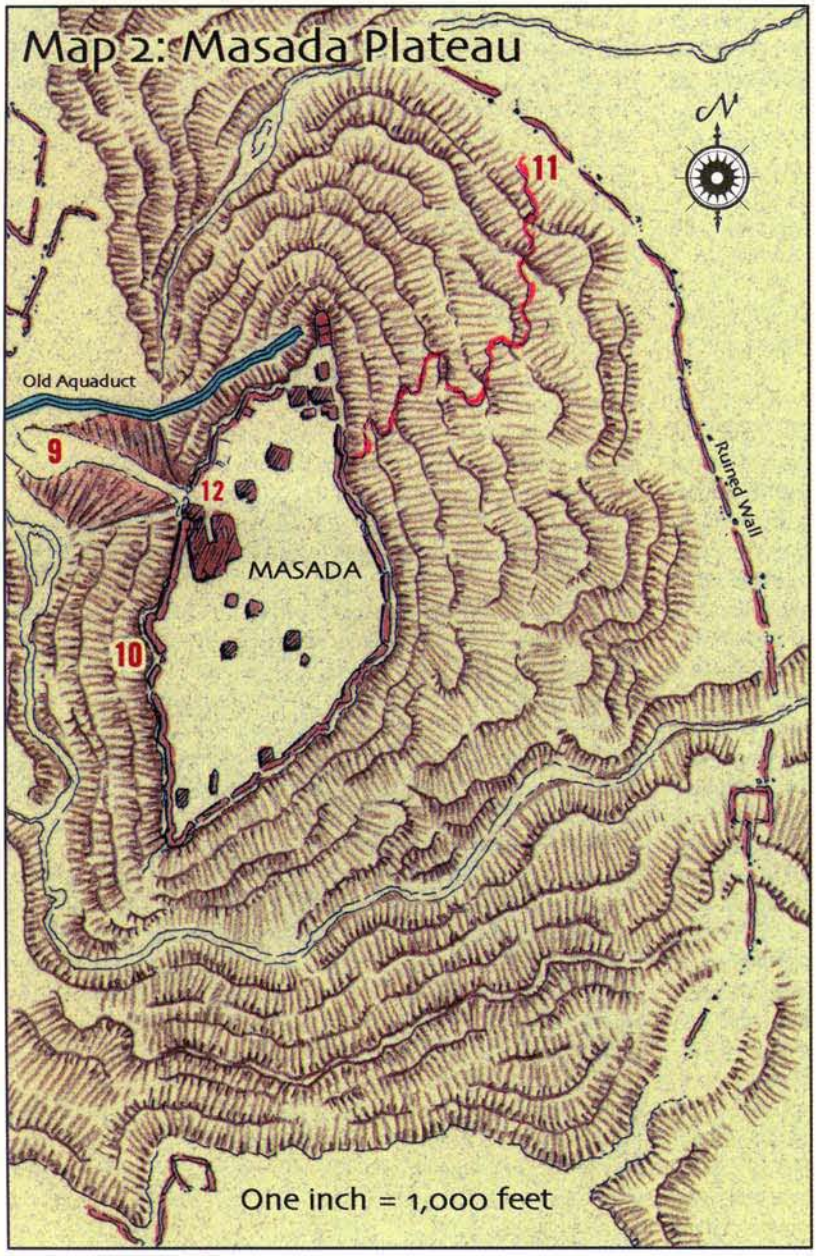
Hospitaller, Male Human Ftr3 (1): CR 3; Medium-Size Humanoid (5 ft. 7 in. tall); HD 3d10+6; hp 23; Init +0; Spd 20 ft.; AC 15 (+5 chainmail); Atk +6 melee (2d6+2/crit 19-20, greatsword with Weapon Focus feat); or +5 melee (1d4+2/crit 19-20, dagger); AL N; SV Fort +5, Ref +1, Will +0; Str 14, Dex 11, Con 15, Int 11, Wis 9, Cha 12.

Skills: Climb +1*, Handle Animal +5, Ride +6, Swim +1*. *Feats:* Mounted Combat, Ride-By Attack, Weapon Focus (greatsword). *These skill modifiers include the -5 armor check penalty for wearing chainmail.

Possessions: Chainmail, greatsword, dagger, pouch containing 2d20+20 sp and 2d10+10 cp.

13. West Palace. The top two floors of this once magnificent building have collapsed into the lower, making a huge mound of rubble about 12 feet high. Its courtyards are mostly choked with rubble. Footing is treacherous, and anyone crossing or searching the ruined areas must succeed at a Dexterity check (DC 8) or take 1d4 points of damage.

Creatures (EL 6): These ruins are guarded by six fiendish hawks brought to the ruins by Petran scouts. The hawks swarm and attack any lone PC who attempts to navigate the ruins. The fiendish hawks avoid encounters with multiple foes and fly to the Bathhouse (area **27**) if reduced to half their number.



15. Ruined Palaces. There are three of these structures. The northernmost palace still retains its exterior walls, but the roof and interior have collapsed. The other two are entirely ruined. Nothing of interest remains.

16. Byzantine Mosaic Workshop. This building is still in pretty good shape. It has only one room, but the walls and roof are still intact. Tables once used by the mosaic workers are long gone, but the floor is still covered by hundreds of brightly colored stone chips.

17. East Water Cache. Once a tile-lined pool to collect run-off from the northern expanse of the mesa, this depression is now choked with rubble and dust.

18. Zealots' Living Quarters. Built as they were from mud and straw, these buildings have long since been reduced to nothing but irregular mounds in the dirt.

19. Mikve (Refer To Map 4 on page XX). This structure, built into the fortified wall by the Romans, was later turned into a ritual bath (or *mikve*) by the Zealots.

19a. Ceremonial Room. Arcane rituals were once practiced here. A lingering magical aura pervades this room, causing everything within to radiate minor (0-level) magic when a *detect magic* spell is cast.

19b. Water Catchment. Rainwater collected in a pool can be taken to the mikve (area 19c) or the washing pool (area 19d).

Creatures (EL 4): Four enormous centipedes crawl about, enjoying the cool, dark, moist conditions. They attack the PCs on sight and fight until slain.

Large Centipedes (4): hp 10 each; see *Monster Manual* 208 (vermin).

Fiendish Hawks (6): CR 1; Tiny Magical Beast (2 ft. long); HD 1d8; hp 5 each; Init +3 (Dex); Spd 10 ft., fly 60 ft. (average); AC 17 (+2 size, +3 Dex, +2 natural); Atk +5 melee (1d4-2, claws); Face 2½ ft. × 2½ ft.; Reach 0 ft.; SA smite good 1/day (+1 point of damage); SQ darkvision 60 ft., cold and fire resistance 5, SR 2; AL NE; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 3, Wis 14, Cha 6.

Skills: Listen +6, Spot +6. *Feat:* Weapon Finesse (claws).

14. Swimming Pool. An odd anachronism from a time when the top of Masada had watered gardens, orchards, and grass, this structure now consists of a low wall with mosaics around a 20-foot-square bathing pool. The bottom 3 feet of the pool is filled with debris, but oceanscape motifs can still be seen around its marble sides.

19c. Dry Mikve. A dry pool occupies one corner of this otherwise empty room.

19d. Washing Pool. An empty stone basin is built into one wall.

20. Cliff Caves. During the siege, many Zealots hid in these caves, leaving behind numerous worthless personal artifacts. The caves are spacious and dry. There are a few harmless desert bats roosted in them and plenty of evidence—in the form of soot staining—of human occupation. In the back of one cave are the skeletal remains of six Zealots wearing tattered garments.

Treasure: One of the Zealots was a cleric. Searching his skeleton turns up a wooden tube containing an intact scroll (*sanctuary* cast at 3rd level).

21. Underground Cistern. Runoff from the top of the mesa was collected in the eastern cache pool (area 17) and here. Collection canals ran from the various courtyards and from the rampart tops to fill this large cistern.

A narrow stairway runs down from a crumbling, blockhouse-like building into a 30-foot-wide, 30-foot-high, 60-foot-deep chamber. It is very dark, and a foot of water covers the muddy floor.

At the end of the Roman siege, many Zealots gathered here and committed ritual suicide. Curious PCs digging in the mud find scattered human bones and worthless relics of the siege. PCs exploring the cistern after dark feel a curious chill and hear the faint lamentations of the martyred Zealots. Failure to leave immediately causes seven ghostly forms to rise from the ooze! The ghosts do not leave the cistern.

Creatures (EL 9): The ghosts use their horrific appearance to scare off the PCs. (Note that the ability-draining effects of multiple ghosts using their horrific appearance are not cumulative.) If the PCs continue to disturb their place of rest, the ghosts attack with their corrupting touch.

Zealots, Male and Female Human Ghost Com1 (7): CR 3; Medium-Size Undead (Incorporeal) (5 ft. tall); HD 1d12; hp 6 each; Init +0; Spd 30 ft., fly 30 ft. (perfect); AC 11 (+1 deflection); Atk +0 melee (1d4, corrupting touch); SA manifestation, corrupting touch, horrific appearance; SQ undead, incorporeal, rejuvenation, +4 turn resistance; AL N; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con —, Int 11, Wis 11, Cha 13.

Skills: Craft (any) +6 (includes Skill Focus feat), Hide +8, Listen +9, Ride +2, Search +8, Spot +9. *Feat:* Skill Focus—Craft (any).

22. South Bastion. This three-story building overlooks the south canyon and escarpment. Its roof has collapsed to the floor of the third story. The first floor remains intact, though soot-stained. The second floor and the stairs leading up to it are choked with debris.

The first floor contains several rooms (now without doors) and a cistern in the back. An open stair also runs from the back of the first floor onto the rampart.

23. Byzantine Church. Of all the structures atop Masada, this one is in the best shape. Built by a group of Byzantine monks, it retains its roof, walls, and altar. The doors are intact, as are most of the windows.

Creatures (EL 9): Until their departure on April 6th, four Hospitallers will be hiding out in the church, playing games or telling outrageous stories to each other and the five men-at-arms with them.

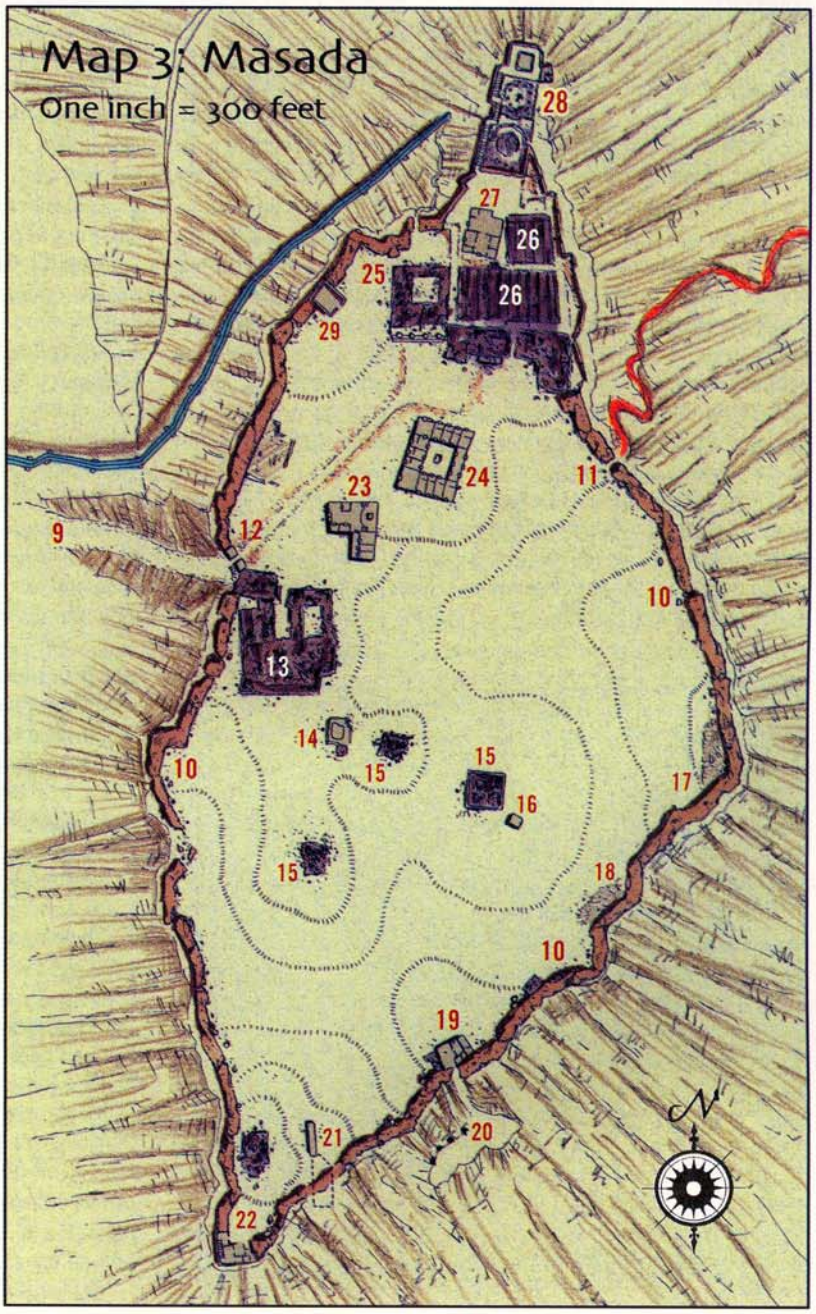
Hospitallers, Male Human Ftr3 (4): hp 23 each; see area 12 for complete statistics and equipment.

Men-at-Arms, Male Human War1 (5): CR 1; Medium-Size Humanoid (5 ft. 6 in. tall); HD 1d8+4 (includes Toughness feat); hp 9 each; Init +0; Spd 30 ft.; AC 14 (-1 Dex, +3 studded leather armor, +2 large shield); Atk +4 melee (1d8+2/crit 19-20, longsword with Weapon Focus feat); or +3 melee (1d4+2/crit 19-20, dagger); AL N; SV Fort +3, Ref -1, Will +0; Str 15, Dex 9, Con 12, Int 8, Wis 10, Cha 9.

Skills: Climb +0*, Ride +1, Swim +0*. *Feats:* Weapon Focus (longsword), Toughness. *These skill modifiers include the -3 armor check penalty for wearing studded leather armor and carrying a shield.

Possessions: Studded leather armor, large steel shield, longsword, dagger, pouch containing 2d10 sp and 5d6 cp.

Tactics: One of the knights and all five men-at-arms hold off the attacking PCs while the remaining three knights shout



for their squires (see area **24**) and head to the Hanging Palace to warn Lukaas, taking all the horses with them, if possible.

Development: The knights do not negotiate with the PCs and do not disclose the location of their leader or the True Cross (area **28**) unless *charmed*. However, PCs can intimidate or bribe the men-at-arms into revealing the location of the True Cross and the locations of other fortress inhabitants; doing so requires a successful Intimidate or Diplomacy check (DC 20, 15 if the interrogated man-at-arms is held captive).

24. Apartment Building. This two-story structure has lost most of its upper floor (see **Trap** below). The bottom floor is intact and currently serves as the stables for the Hospitallers. Five squires (see **Creatures** below) sleep here at night and keep an eye on the animals. The small structure in the middle of the courtyard is an old Byzantine shrine. Hidden under a loose floorstone within the shrine is the **Treasure**.

Trap (EL 1): The upper floor of the apartment building is unstable and collapses if trodden on. Any PC triggering a collapse must succeed at a Reflex saving throw (DC 12) or take 2d6 points of damage from the fall and cascading rubble.

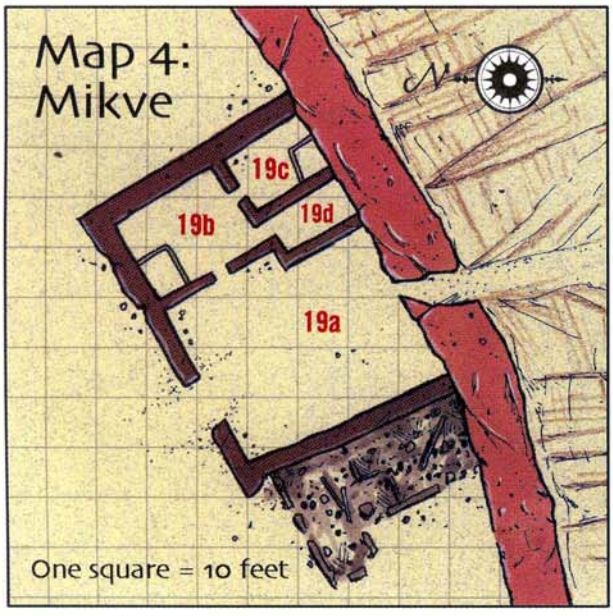
Collapsing Floor: CR 1; 2d6 points of damage, Reflex save (DC 12) negates; Search (DC 15); Disable Device (n/a).

Creatures (EL 5): The squires keep nineteen light warhorses and three pack mules tethered here. Statistics for the horses and mules are given in the *Monster Manual*.

Squires, Male Human Ftr1 (5): CR 1; Medium-Size Humanoid (5 ft. 2 in. tall to 5 ft. 6 in. tall); HD 1d10+1; hp 7 each; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atk +2 melee (1d8+1/crit 19-20, longsword); or +2 melee (1d4+1/crit 19-20, dagger); AL N; SV Fort +3, Ref +0, Will -1; Str 13, Dex 10, Con 12, Int 10, Wis 9, Cha 9.

Skills: Climb +2*, Ride +4, Swim +2*. *Feats:* Mounted Combat, Ride-By Attack. *These skill modifiers include the -1 armor check penalty for wearing studded leather armor.

Possessions: Studded leather armor, longsword, dagger, pouch containing 2d10 cp.



Treasure: A successful Search check (DC 15) reveals the loose floorstone in the shrine, under which is hidden a sack of 700 gp. This sack was hidden here by a Petran scout.

25. Administrative Building. This one-story edifice has completely collapsed, surviving only as a scattered set of standing columns, partial walls, and tumbled piles of debris.

26. Storehouses. These two buildings consist of long parallel lines of collapsed walls. Between the rows of broken stone lie the remains of dozens of shattered amphorae and urns.

Although the Petrans and Hospitallers searched both buildings for treasure, they did not find the 3-inch-thick stone trap door that leads to a 30-foot-square secret cellar under the larger building. Finding the half-buried trap door requires a successful Search check (DC 25). Opening the trap door requires a successful Strength check (DC 15), or PCs could simply smash through it (hardness 8, hp 30).

The cellar contains five earthenware jugs amid the wreckage of several more shattered urns and amphorae. All five jugs are sealed with wax. Four contain the **Treasure**; the fifth jug is cracked and contains the **Trap**.

Treasure: Four of the earthenware jugs hold rare spices; each jug of spice is worth 100 gp.

Trap (EL 6): The fifth jug contains yellow mold. Jostling, lifting, or opening the jug causes it to split open and the yellow mold to burst forth in a cloud of poisonous spores.

Yellow Mold: CR 6; 10-foot radius; initial 1d6 points of temporary Constitution, secondary 2d6 points of temporary Constitution; Fortitude save (DC 15) avoids; see page 117 of the *Dungeon Master's Guide* for details.

27. Bathhouse (Refer To Map 5). Resembling a traditional Roman bathhouse, this edifice has survived the centuries. The Petrans have taken it over. By day, they are out scouting the surrounding countryside. At night, they gather here to worship their fiendish gods.

27a. Courtyard. The wall enclosing the courtyard is intact, and wild flowers sprout from the grass that grows within.

Creatures (EL varies): Fifteen light horses (see page 197 of the *Monster Manual* for statistics) are tethered to wooden posts in the courtyard, but they pose no threat to the PCs. Any fiendish hawks that were driven from area **13** are perched on the walls or circling overhead. They attack any PCs who dare enter the courtyard and fight to the death.

Fiendish Hawks (1-6): hp 6 each; see area **13** for details.

Development: Sounds of combat alert the Petran guards in area **27b**, who appear after 3 rounds.

27b. Apoditerium. This chamber was once opulently decorated but has been stripped of its once magnificent mosaics. It now holds twelve wooden cots used by the Petrans.

Creatures (EL 8): Three Petrans stand watch here. The first Petran is Nahain the Hawklord, a tiefling ranger who commands the fiendish hawks in area **13**. The other two tieflings are fighters with some sorcerous ability. Nahain has small black horns that he hides under the hood of his cloak. The other Petrans appear human.

Nahain the Hawklord, Male Tiefling Rgr5: CR 6; Medium-Size Outsider (5 ft. 9 in. tall); HD 5d10+5; hp 44; Init +2 (Dex);

Spd 30 ft.; AC 16 (+2 Dex, +4 *leather armor*); Atk +8 melee (1d8+2/crit 19-20, masterwork longsword); or +6 melee (1d8+2/crit 19-20, masterwork longsword), +5 melee (1d6+2/crit 19-20, short sword); or +8 ranged (1d8+2/crit ×3, mighty composite longbow [+2 Strength] with Weapon Focus feat); SA *darkness* 1/day (as Sor5), favored enemies (1st—humans, 2nd—magical beasts), Ambidexterity and Two-Weapon Fighting (in light or no armor); SQ fire, cold, and electricity resistance 5; AL NE; SV Fort +5, Ref +3, Will +2; Str 15, Dex 14, Con 12, Int 10, Wis 13, Cha 12.

Skills: Animal Empathy +4, Concentration +2, Handle Animal +4, Heal +4, Hide +5, Intuit Direction +3, Listen +3, Move Silently +4, Ride +6, Search +2, Spot +3, Swim +4, Wilderness Lore +4. *Feats:* Quick Draw, Track, Weapon Focus (longbow).

Spell (1): 1st—*speak with animals.*

Possessions: +2 leather armor, small wooden shield, masterwork longsword, short sword, mighty composite longbow [+2 Strength] with 15 arrows, leather *glove of storing* (currently conceals Nahain's masterwork longsword), *potion of hiding,* brown cloak with hood.

Petran Guards, Male Tiefling Ftr2/Sor1 (2): CR 4; Medium-Size Outsider (5 ft. 10 in. tall); HD 2d10 (Ftr) plus 1d4 (Sor); hp 17 each; Init +0; Spd 30 ft.; AC 15 (+5 breastplate); Atk +4 melee (1d8+1/crit 19-20, longsword with Weapon Focus feat); SA *darkness* 1/day (as Sor3); SQ fire, cold, and electricity resistance 5; AL NE; SV Fort +3, Ref +0, Will +2; Str 13, Dex 11, Con 10, Int 14, Wis 10, Cha 7.

Skills: Alchemy +4, Climb +2*, Craft (weaponsmithing) +7, Knowledge (arcana) +4, Ride +5, Swim +2*. *Feats:* Expertise, Improved Disarm, Weapon Focus (longsword).

*These skill modifiers include the -4 armor check penalty for wearing a breastplate.

*Spells*** (5/4, chosen from the following list): 0—*daze, ghost sound, ray of frost, read magic;* 1st—*change self, shield.*

**Note: The fighter/sorcerers have a 25% chance of spell failure because they are wearing a breastplate.

Possessions: Breastplate, longsword, *potion of bull's strength.*

Tactics: When called to fight, Nahain summons his longsword to his hand as a free action using his *glove of storing,* draws his short sword as a free action using the Quick Draw feat, and enters melee wielding a weapon in each hand. If reduced to half hit points, he casts *darkness,* drinks his *potion of hiding,* and sneaks out of the fortress unseen.

The other Petrans drink their *potions of bull's strength* and attempt to cast *shield* spells on themselves before entering melee. When fighting well-armored foes, one of them tries to improve the other's attacks using the Aid Another maneuver (see page 135 of the *Player's Handbook).*

27c. Tepiderium. Like area **27b**, this chamber has been stripped of its once magnificent mosaics. It holds five wooden cots.

27d. Frigidarium. This room contains the Petrans' food supply. Sacks of dried meat, fruit, and oats for the horses are haphazardly stacked against the west wall.

27e. Calderium. Scrawled on the walls of this chamber are vile invocations to various demon princes, all written in the Abyssal tongue. A small altar stands in the northern recess and is strewn with animal sacrifices (small birds and rabbits mainly).

Creature (EL 8): Kneeling before the altar is Izabeyl, a tiefling fighter/sorcerer/monk sent here to ensure safe transport of the True Cross back to Petra. She appears human.

Izabeyl, Female Tiefling Ftr1/Sor2/Mnk4: CR 8; Medium-Size Humanoid (5 ft. 3 in. tall); HD 1d10+1 (Ftr) plus 2d4+2 (Sor) plus 4d8+4 (Mnk); hp 30; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft.; AC 16 (+3 Dex, +2 Wis, *+4 mage armor*); Atk +10 melee (1d6+4/crit 19-20, *+1 keen sickle*); or +8 melee (1d6+4/crit 19-20, *+1 keen sickle*), +6 melee (1d8+3, unarmed strike); or +8 ranged (1d4, dart); SA *darkness* 1/day (as Sor7), stunning attack 4/day (DC 14); SQ fire, cold, and electricity resistance 5; evasion; still mind; slow fall 20 ft.; AL LE; SV Fort +7, Ref +7, Will +9; Str 16, Dex 16, Con 12, Int 15, Wis 14, Cha 10.

Skills: Alchemy +4, Climb +7, Concentration +4, Craft (calligraphy) +4, Jump +7, Knowledge (arcana) +4, Ride +5, Spellcraft +3, Swim +7. *Feats:* Ambidexterity, Brew Potion, Deflect Arrows, Dodge, Two-Weapon Fighting.

Spells (6/5, chosen from the following list): 0—*detect magic, ghost sound, light, ray of frost, read magic;* 1st—*mage armor, true strike.*

Possessions: +1 keen sickle, three darts, *potion of expeditious retreat,* brown robe, monk's outfit.

Tactics: When she realizes that intruders are attacking the compound, Izabeyl rises to her feet, casts *mage armor* on herself, and drinks her *potion of expeditious retreat.* The round before combat begins, Izabeyl casts *true strike* on herself. In melee, she attacks with her *sickle* and an unarmed strike.

28. The Hanging Palace. This structure steps down the north face of Masada with three tiers. A crumbling stairway runs along the west side of the three levels, allowing access to each. One reaches the staircase through a small side gate on the square facing the Bathhouse (area **27**).

The highest terrace, which supports a vaulted building with several large rooms (now open to the sky and filled with shattered roof debris), sits at the highest point on Masada. Grand doors once led into a central room. A roofless semicircular arcade, complete with columns and benches, stands to the

north. A fountain once played in the middle of the arcade, but it is now dry and cracked.

The middle terrace sits 60 feet below the first and consists of several small rooms built into the wall that supports the first terrace and a circular building composed of two rings of arched columns and a collapsed (domed) roof. At one time this was a Roman temple, complete with statuary, but the statues were tipped over the cliff by the Zealots and smashed to bits.

Another 45 feet below the middle terrace is the lowest tier. This terrace is built on a massive retaining wall and artificial platform jutting out of the cliff. Below it lies a 300-foot drop to the desert floor. The terrace is comprised of two areas: The first is a double-colonnaded building with extensive wall frescoes and a great view of the desert and the distant Dead Sea. The other is a small bathhouse built out on a spur of the platform. The bathhouse is wholly intact and shows evidence of its once opulent furnishings. This was the residence of King Herod himself when he vacationed in his "desert sanctuary."

Creatures (EL 1 for men-at-arms, 7 for Lukaas and Gus): Two men-at-arms stand guard on the joining stairway—one on the highest tier and one on the middle tier. If they see the PCs, they shout to warn Lukaas. Lukaas and his squire have taken the lowest terrace as their dwelling. Lukaas can be found in the front rooms, while Gus can usually be found moping nearby.

Lukaas was banished from Sweden by the Jarl of Svealand; traveling down through Denmark into the Holy Roman Empire, he fell in with various brigands and finally into one of the jails of Aachen. There, Guifred found him and arranged his release. Since then Lukaas has served Guifred like a faithful hound. He was knighted three years ago in Tyre and now serves as Guifred's first lieutenant.

Lukaas succumbs easily to rage and often strikes his squire, Gus. Lukaas is also a heavy drinker. He is devoted to Guifred and would never betray him. Not surprisingly, Gus is a sullen young man, though he follows orders with no thought of leaving Lukaas.

Lukaas Solvengson, Knight-Bannerette of the Hospitallers, Male Human Ftr6: CR 6; Medium-Size Humanoid (5 ft. 4 in. tall); HD 6d10+12; hp 53; Init +1 (Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail, +2 large shield); Atk +10/+5 melee (1d12+5/crit ×3, greataxe with Weapon Focus and Weapon Specialization feats); or +9/+4 melee (1d4+3/crit 19-20, dagger); AL NE; SV Fort +7, Ref +3, Will -1; Str 17, Dex 12, Con 15, Int 12, Wis 5, Cha 14.

Skills: Climb +2*, Intimidate +7, Ride +9, Swim +3*. *Feats:* Cleave, Power Attack, Mounted Combat, Ride-By Attack, Trample, Weapon Focus (greataxe), Weapon Specialization (greataxe). *These skill modifiers include the -7 armor check penalty for Lukaas' chainmail and large shield.

Possessions: Chainmail armor, large steel shield, half-helm with chain coif, greataxe, dagger, light lance.

Gus, Squire to Sir Lukaas, Male Human Ftr1: hp 7; see area **24** for complete statistics and equipment.

Men-at-Arms, Male Human War1 (2): hp 9 each; see area **23** for complete statistics and equipment.

Treasure: Until Baron Guifred arrives to claim it, the True Cross is kept in the bathhouse on the lowest tier, wrapped in skins. Another small pool of blood has collected under it. PCs who touch the blood experience the same vision visited upon them in Tel'Arad (area **5**).

29. Synagogue. This tower was converted by the Zealots into a synagogue. It consists of a large room with stone benches and a small sanctuary; both areas are currently empty and partially filled with blown dust. Since it remains a holy place, evil outsiders (including the Petrans) dare not enter it. The Hospitallers have avoided the synagogue as well and thus have not found the **Treasure** hidden within.

Treasure: One of the stone benches in the synagogue hides a secret compartment that requires a successful Search check (DC 20) to find. Inside the compartment are three brittle scrolls (*augury, make whole,* and *shield other* cast at 3rd level) left by a Zealot cleric.

Ritual at Masada

The PCs must reach Masada and obtain the True Cross before it is spirited east to the ruined city of Petra. The PCs should reach Masada by the evening of April 1st. This gives them a full day to find the True Cross before Baron Guifred and his allies show up on the evening of April 2nd.

Guifred and his forces arrive on horseback, climbing to the top of the siege ramp (area **9**) and heading straight to the Hanging Palace (area **28**). The Baron's forces are stationed in the upper terrace of the Hanging Palace while Guifred meets briefly with Lukaas to discuss a ritual intended to summon a succubus—or *byakhee*—to take the True Cross to Petra.

Guifred is joined by his squire, Willem, and a Petran named Clystro, who will perform the summoning ritual using a scroll of *lesser planar ally* in Guifred's possession. (The Baron secretly acquired the scroll, at great personal expense, from a monastery library in Constantinople.) The Baron also leads a contingent of thirty knights and their respective squires, all riding light warhorses.

Barring interruption by the PCs, the summoning ritual is performed in the calderium of the Bathhouse (area **27e**) the night of April 2nd. Using a vessel of human blood, Clystro and Izabeyl paint a magic summoning circle on the floor of the calderium. Clystro then reads the scroll of *lesser planar ally*, calling the succubus Jezebel to the circle. Attending the ritual are Guifred (holding the True Cross) and Lukaas. When the demon appears, Guifred hands her the True Cross. Clystro then commands the succubus to take the relic to the sorcerer ul Mejid in Petra. The demon grudgingly obliges, *teleporting* away with the True Cross.

Once the succubus is called and the True Cross is borne to Petra, Guifred and Lukaas (having completed their respective tasks) retire for the evening. In the morning, they split forces and part company. Clystro and the other Petrans remain at the fortress of Masada.

Creatures (EL see below): The Baron and his allies are treated as different encounters for purposes of determining their Encounter Level, although in the worst case scenario the PCs might have to face all of Guifred's forces at once:

Creatures	EL
Baron Guifred and his squire, Willem Keels	9
Clystro the Petran rogue/cleric	6
Each group of three knights and three squires	7
Jezebel the succubus (byakhee)	9

Baron Guifred von Karlsruthe, Master of the Knights of the Hospital of Saint John, Male Human Ftr8: CR 8; Medium-Size Humanoid (5 ft. 8 in. tall); HD 8d10+32; hp 90; Init +0; Spd 20 ft.; AC 19 (+7 *chainmail*, +2 large shield); Atk +14/+9 melee (1d10+6/crit 19-20, masterwork bastard sword with Weapon Focus and Weapon Specialization feats); or +12/+7 (1d6+4/crit ×3, light lance); or +9 ranged (1d4+4/crit 19-20, thrown masterwork dagger); AL NE; SV Fort +10, Ref +2, Will +3; Str 18, Dex 11, Con 18, Int 15, Wis 13, Cha 16.

Skills: Climb +9*, Handle Animal +14, Intimidate +9, Ride +11, Swim +8*. *Feats:* Cleave, Exotic Weapon Proficiency (bastard sword), Mounted Combat, Power Attack, Ride-By Attack, Sunder, Trample, Weapon Focus (bastard sword), Weapon Specialization (bastard sword). *These skill modifiers include the -6 armor check penalty for the *+2 chainmail* and shield.

Possessions: +2 chainmail, large steel shield, masterwork bastard sword, masterwork dagger, light lance, ancient scroll of *lesser planar ally* scribed in Nabatean and closed with heavy lead seals, loose robes and cowl, cotton padding undergarment, water flagon, pouch containing 56 gp.

Guifred is a tall, dark-haired, slim German of considerable breeding and poise. He dresses well and is witty and elegant. He is also one of the finest warriors in the entire Kingdom of Jerusalem. Since arriving in 1096 with Godfrey of Bouillon's army, he has done well for himself. During the siege of Jerusalem, he was master of engineers in the forces commanded by Godfrey. Following the election of his liege to the Kingship, he was made Baron of Tyre. When Godfrey died in 1100 and his brother Baldwin became King, Guifred was removed from the Barony of Tyre, as he had become a Hospitaller in the interim. This has not set well with the devious Guifred, and now he plots to bring Baldwin low and achieve mastery over all the Holy Kingdom.

Guifred first made ul Mejid's acquaintance during the sack of Jerusalem. The necromancer, who had been trapped in the city by the arrival of the Crusaders, was cornered by Guifred's men. Guifred quickly realized that a live wizard might be more useful than a dead one, and an "arrangement" was reached. Since then, the two have found common interests and scheme to gain terrible power. His *+2 chainmail* was a gift from ul Mejid—recompense for saving the wizard's life.

Guifred treats his men well, and they worship him. Although he has not had much experience leading large armies, Guifred learns quickly and rarely makes tactical blunders. Unlike Lukaas, he is calm and assured under pressure.

Willem Keels, Squire to Guifred, Male Human Ftr1: hp 9; Str 16; other statistics identical to squires in area **24**.

Willem is handsome and prone to display more brawn than brains. Although he is unsure about his place in the world if Guifred's plan succeeds, Willem remains loyal to the Baron.

Hospitallers, Male Human Ftr3 (30): hp 23 each; see area **12** for complete statistics and equipment.

Squires, Male Human Ftr1 (30): hp 7; see area **24** for complete statistics and equipment.

Clystro, Male Tiefling Rog1/Clr4: CR 6; Medium-Size Outsider (5 ft. 4 in. tall); HD 1d6-1 (Rog) and 4d8-4 (Clr); hp 20; Init +3 (Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor); Atk +3 melee (1d6+1/crit 19-20, short sword); SA *darkness* 1/day (as Sor5), sneak attack (+1d6), command/rebuke undead; SQ fire, cold, and electricity resistance 5; AL CE; SV Fort +2, Ref +6, Will +6; Str 12, Dex 16, Con 9, Int 13, Wis 16, Cha 15.

Variant Rule: Facing Frightful Monsters

Very few people in an Earthlike setting have stood face-to-face with an actual demon, undead horror, or fanged monstrosity. This variant rule allows you to make even the most common monsters (like gargoyles and ghouls) terrifying.

In a campaign where PCs and NPCs are not accustomed to encountering true monsters, consider giving all fearsome creatures the Frightful Presence special attack (as described on page 8 of the *Monster Manual)* unless there's a good reason not to (for instance, if the PCs have encountered and defeated this type of creature on multiple occasions).

The frightful presence ability takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). It affects only opponents with fewer Hit Dice or levels than the creature. The affected creature must make a successful Will save (DC of 10 + 1/2 frightful creature's Hit Dice + frightful creature's Charisma modifier) or become shaken, as defined in the "Condition Summary" on pages 84 and 85 of the *Dungeon Master's Guide.* Success indicates that the target is immune to the creature's frightful presence for one day.

Creatures and PCs who are immune to fear (such as paladins) are immune to the effects of a creature's frightful presence. PCs who receive bonuses to *fear* spells and effects (such as those within range of a paladin's aura of courage) can apply such bonuses to their Will saves.

If the Will save succeeds, the PC maintains her composure and wits, suffering no ill effects.

Skills: Bluff +5, Climb +4, Concentration +5, Escape Artist +6, Forgery +5, Heal +5, Hide +7, Listen +6, Knowledge (arcana) +3, Knowledge (the planes) +3, Listen +6, Move Silently +7, Read Lips +5, Spot +5, Tumble +6. *Feats:* Combat Casting, Dodge.

Spells (5/4+1/3+1): 0—*detect magic, guidance, read magic* (×2), *resistance;* 1st—*cause fear, doom, entropic shield, magic weapon, protection from good**; 2nd—*cure moderate wounds, desecrate*, hold person, silence.*

*Domain spells. *Domains:* Chaos (cast chaos spells as Clr5), Evil (cast evil spells as Clr6).

Possessions: Leather armor, short sword, black robe with hood, potion of *cure light wounds.*

Of all the tieflings the PCs have encountered so far, Clystro is the least human in appearance. He has scaly-black skin, red eyes, and sharp black teeth. He hides his otherworldly appearance under a hooded black robe. Guifred doesn't fully trust Clystro, and the feeling is mutual.

Jezebel, Succubus: hp 33; see *Monster Manual* 41-44 (demon) for complete statistics.

Tactics: The succubus avoids combat. If forced to fight, she attacks with her claws but prefers to turn foes against one another with her spell-like abilities. PCs who first behold the demon in her true form must succeed at a Will saving throw or succumb to terror (see the adjacent "Variant Rule" sidebar).

Development: If the PCs seize the True Cross before Baron Guifred arrives, they must flee quickly to avoid the Baron and his troops. It takes three days of travel on horseback to reach Hebron with the goods. If the PCs remain at Masada, they'll have to deal with Guifred and the thirty knights under his command. Moreover, Guifred wastes no time in making Clystro read the scroll of *lesser planar ally*, calling on Jezebel to obtain

the True Cross and carry it safely to Petra. The succubus assumes an alternate form—that of a famished shepherd girl—and infiltrates the fortress via the Snake Path Gate (area 9). If she can win the PCs' good graces using her *charm monster, detect thoughts,* and *suggestion* abilities, she tries to get close enough to the True Cross to snatch it and *teleport* away.

If the PCs flee Masada, Petran scouts help Guifred and his retinue track the PCs across the desert. At some point, the succubus is called forth and instructed to take the True Cross from the PCs by force. This encounter can occur at any time during the PCs' journey back to Bethlehem.

If Guifred succeeds and the True Cross is seen safely to Petra, any PCs who have touched the blood of the True Cross receive the following sudden vision:

> You are plummeting toward the Earth like a falling star cast from the vault of Heaven itself. In a flash of searing light, you are hanging over the ruins of a red-stoned city enclosed by dark cliffs and half-consumed by the desert sands. As you descend toward the ruins, terrible black shadows begin to engulf the city, their writhing tendrils clawing at every shattered pillar, fallen statue, and rock.
>
> Twisted, demonic visages scream at you from the shadows as serpentine coils of darkness silently embrace you. A sudden burning pain pierces your eyes like flaming arrows.

If the True Cross is Retrieved

If the PCs retrieve the True Cross from Masada and see it safely to Bethlehem, Cardinal Fortuna commends them on their success and gives them a new quest based on recent events that have come to light. Read or paraphrase the following text to the players at this time:

> "You have performed mighty deeds in the service of the Holy Mother Church, and She thanks you most profusely. Her gratitude shall ride with you for the rest of your days, may they be long. Under these desert skies you have triumphed over the greatest of evils—that which lies in our own hearts, our own camp, and our own holy army.
>
> "However, as you might have guessed, there is more deviltry afoot here than the treachery of Guifred of Tyre, more evil in the land than that practiced by these false Hospitallers! Nay, a more ancient evil is at work here—a serpent striking from the depths of the southern sands. Our agents have determined that the heretic Guifred had conversations with a man named ul Mejid, who hails from the southern hills of Edom.
>
> "From this fount of sin, it seems Guifred has drunk deep of black evil. Now that his treachery is laid bare, we must still strike at the root—at this wizard, this evil thaumaturge hailing from the darkest recesses of Babylon!
>
> "The servants of good Sir Wulf have reported that this minion of the Serpent is well known and feared in lands under the sway of the Saracens, and that there are people there who might lead you to him. I ask that you once more take up the sword of righteousness and smite the heathen. I ask you, in the name of our Lord and the Church, to seek out this ul Mejid and destroy him before he can perpetrate even greater evils.
>
> "I have paid for and received certain services from certain persons who live across the valley to the east. These persons have indicated that ul Mejid often passes through the towns of Karak and Taifla, south of the Dead Sea. I enjoin you, then, to pass in the semblance of native peoples into the lands of Moab and Edom and to find the hiding place and sanctuary of this spawn of the Evil One."

Cardinal Fortuna learns of Guifred's treachery either from the PCs or with the aid of Divination spells. If the PCs did not defeat Guifred at Masada, Fortuna promises that the treacherous Hospitaller will be hunted down by the Church and arrested for his "dark conspiracies." However, Cardinal Fortuna believes that ul Mejid presents the greater threat and presses the PCs to infiltrate the lands of Moab and Edom and slay the wizard. Fortuna secretly fears that ul Mejid might use his magic to seek retribution for the loss of the True Cross. Fortuna sees that the True Cross is placed under heavy guard; he assures the PCs that the True Cross will be safe from ul Mejid and warded to hold fiendish outsiders at bay.

Fortuna gives the PCs a sum of 300 gp to buy supplies for the long journey south. If the PCs lost any horses during their mission to Masada, Cardinal Fortuna sees that these mounts are replaced at no cost to the party.

Before the PCs depart, Fortuna entrusts them with two names—Elizach ben Hasan and Abu Shakira. The first man is a contact in Karak; the second man was last seen in Taifla.

If the True Cross is Lost

If the True Cross was lost and the PCs return to Bethlehem to report their failure, Cardinal Fortuna expresses his disappointment but gives the PCs a chance to redeem themselves in the eyes of God. If the PCs do not travel as far as Bethlehem, the same speech can be given by Sir Wulf in Hebron (area 1):

> "Dire times are upon us. Despite valiant efforts on your part, the True Cross has fallen into the hands of the blackest of villains. Guifred of Tyre, a man previously renowned for his piety and generosity to the Church, has shown his true colors! We have learned, from certain persons, that the True Cross has been taken into the land of Edom, there across the Jordan, and that it has most likely fallen into the hands of a sorcerer named ul Mejid.
>
> "This minion of the Dark One lurks somewhere in southern Edom, perhaps near the town of Taifla, perhaps farther south. The mission that I enjoin you to undertake is no less than to seek this wretch out and recover the True Cross from his clutches. Do with this miscreant as you will, but do not fail! The loss of this relic has far reaching repercussions throughout all of Christendom.
>
> "Go in haste then, and with all sure speed, and bring back the True Cross. If it can be brought to Bethlehem by the morn of Easter Sunday, on the fifteenth of this month, then all will be well. Otherwise, bring it back as quick as you can and the favor of the Church will smile upon you. Else, there will be Hell itself to pay."

Thus Fortuna (or Wulf) finishes his oration and entertains questions. He urges the PCs to make haste, for various "knowledgeable" persons in the Holy Land feel that the storm has yet to break in this matter. If the PCs are speaking with Wulf, he

warns the PCs that the Emir of Moab, Omar, has a reputation for cruelty and vices uncommon to the Saracens. It is said, for example, that he is fond of wine.

The PCs are given fresh horses, should they need them, as well as 300 gp to purchase supplies and pay bribes. Before they depart, Fortuna or Wulf entrusts them with two names—Elizach ben Hasan and Abu Shakira—as noted above.

Moab and Edom (Areas 30-36; Refer To Map 6)

From Masada, the crossing of the dry lower Jordan River can best be done at the narrow sandy beach that runs along the border between the Dead Sea and the low marshy swamps of the El'Lisan. There is a well-marked trail here, for the traders of Hebron and Karak sometimes pass around the south end of the Dead Sea. There are no distinct tracks in the sand, however, and the trail winds up out of the valley along a series of crumbling red sandstone cliffs to reach the plateau of Moab.

30. Dhira. The small village of Dhira sits at the top of the red sandstone cliffs. Here the PCs face their next test, assuming they do not avoid the village altogether.

The Emir of Moab keeps a small garrison of six soldiers here to watch for "Unbelievers." PCs who speak Arabic and disguise themselves as native commoners or traders can pass the scrutiny of the garrison with a successful Bluff or Disguise check (opposed by the guards' Sense Motive checks); those who don't speak Arabic are automatically stopped. Spells such as *alter self, change self, invisibility,* and *tongues* allow the PCs to avoid or fool the guards easily.

Creatures (EL 3): The soldiers stationed in Dhira attempt to arrest anyone they perceive as anti-Moslem, including poorly disguised Caucasians. Arrested PCs are bound with rope and taken to Karak to face the Emir's punishment. Roped PCs are not given mounts; instead, they are forced to march behind the Moabites' horses.

Moabite Soldiers, Male Human War1 (6): CR 1/2; Medium-Size Humanoid (5 ft. 3 in. tall); HD 1d8+4 (includes Toughness feat); hp 8 each; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield); Atk +2 melee (1d6+1/crit 18-20, scimitar); or +2 melee (1d4/crit 19-20, dagger); or +1 ranged (1d6/crit ×3, shortbow); AL N; SV Fort +3, Ref +0, Will -1; Str 13, Dex 10, Con 12, Int 10, Wis 9, Cha 10.

Skills: Climb +4, Intimidate +3, Ride +3, Swim +4. *Feats:* Mounted Combat, Toughness.

Possessions: Leather armor, small wooden shield, scimitar, dagger, shortbow with 10 arrows, loose robes, kaffiyeh.

Development: If the guards are unable to arrest the PCs, they ride their light warhorses to Karak (area **31**) to warn Emir Omar. The corpulent Emir sets down his plate of candied figs just long enough to order more guards to join the hunt for the interloping infidels!

31. Karak. This bustling trade town, perched atop a high hill overlooking the Damascus Road, is a maze of narrow streets, dark souks and alleyways, minarets, and mosques. The town is dominated by the imposing bulk of the palace of Omar, Emir of Moab. His men are often seen in the streets, where they are regarded with caution. Many caravans pass through Karak.

Learning the whereabouts of Elizach ben Hasan requires a successful Gather Information check (DC 10). Elizach is a well-known banker and caravan master, and his caravanserai is set at the foot of the hill on the Damascus Road. It has stout walls, vigilant guards, and a friendly reputation.

Elizach is an elderly Arab of great experience. His house is filled with children, dogs, and sheep, and he owns many camels. The PCs are welcomed and, should Fortuna's name be mentioned, given fine rooms and a lavish dinner of rice, mutton, and green tea. After this meal, Elizach ben Hasan sits with the PCs for a time and tells them what he knows of ul Mejid:

"I have had dealings with ul Mejid. He is a man of unknown depths, slight but tall, and pleasing for the eye to look upon. He goes about in old robes of black, with a small yamikah upon his head. He always has books with him, and I have heard said that he values them highly. Everyone along the Road to Damascus knows that he is a wizard and that he lives in the desert south of Taifla. When I first met him, he traveled a great deal, selling potions and charms, but in the years since he has abstained from these tricks and now speaks with strange and devious men.

"He is not one to cheat at the bargaining table, and I have never heard that he is unfair or petty. Despite his evil reputation, it is known that he is fond of children and will often give them small, magical gifts. Once he stayed here, in my house, and entertained all the children with a puppet show. My son, who was only five then, still remembers it vividly and with fondness.

"Yes he is a strange man, but one I would welcome to my house as an honored guest were he not a trafficker in demons and hidden secrets."

This is, indeed, all that Elizach ben Hasan knows of ul Mejid. None of the magical gifts remain, having been lost or broken over the years. Ul Mejid has not stayed in this caravanserai in almost three years. Ben Hasan's son, Emil, is now a grown man, twenty years old.

Ben Hasan can arrange for the PCs to travel with one of his southbound caravans as far as they please, even to Aqaba or distant, fabled Gondar (Ethiopia). He has heard of a man named Abu Shakira (and his dubious reputation) and thinks that he lives in Taifla or Ma'an.

Creatures (EL 3 per Moabite patrol, EL 7 for Daruf): The Emir's troops at Karak consist of five sergeants (called *bashars*) and fifteen regular soldiers; they patrol the town in teams of four (one bashar and three regular soldiers). Emir Omar (N male human Ari5) also has a well-paid and honorable dwarf fighter named Daruf by his side at all times.

Moabite Bashars, Male Human War3 (5): CR 2; Medium-Size Humanoid (5 ft. 4 in. tall); HD 3d8+6 (includes Toughness feat); hp 22 each; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield); Atk +5 melee (1d6+1/crit 18-20, scimitar with Weapon Focus feat); or +4 melee (1d4/crit 19-20, dagger); or +3 ranged (1d6/crit ×3, shortbow); AL N; SV Fort +3, Ref +0, Will -1; Str 13, Dex 10, Con 12, Int 10, Wis 9, Cha 11.

Skills: Climb +5, Intimidate +5, Ride +4, Swim +4. *Feats:* Mounted Combat, Toughness, Weapon Focus (scimitar).

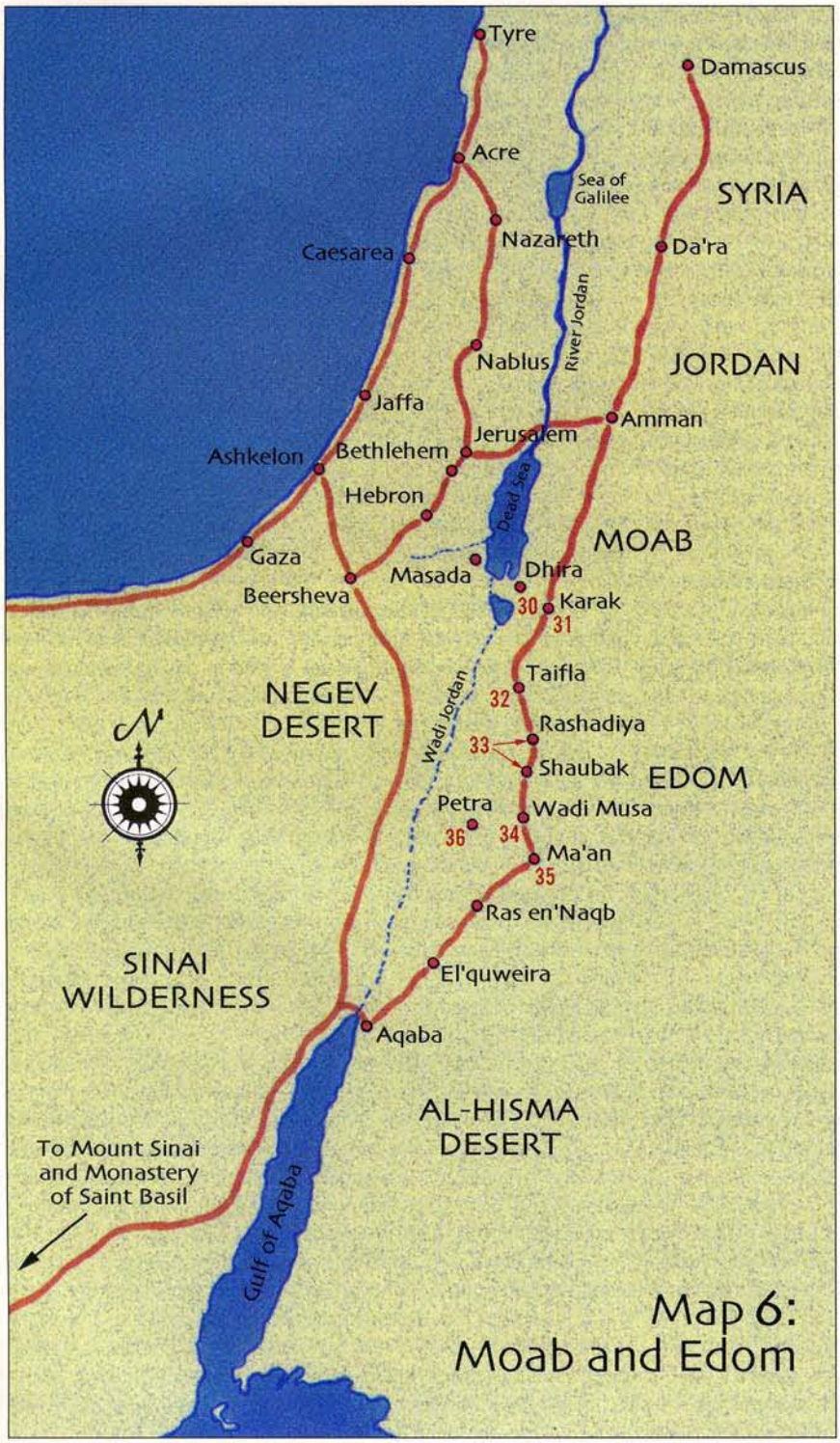
Possessions: Leather armor, small wooden shield, iron half-helms with a ringmail fringe, scimitar, dagger, shortbow with 10 arrows, loose robes, kaffiyeh, pouch containing 3d8 sp.

Moabite Soldiers, Male Human War1 (15): hp 8 each; see area **30** for complete statistics and equipment.

Daruf Axestorm, Male Dwarf Ftr7: CR 7; Medium-Size Humanoid (4 ft. 4 in. tall); HD 7d10+21; hp 71; Init -1 (Dex); Spd 15 ft.; AC 16 (-1 Dex, +5 chainmail, +2 large shield); Atk +7 melee (1d8+4/crit ×3, masterwork battleaxe with Weapon Focus and Weapon Specialization feats); SQ dwarf (see *Player's Handbook*, page 14); AL N; SV Fort +8, Ref +1, Will +4 (includes Iron Will feat); Str 18, Dex 8, Con 16, Int 13, Wis 10, Cha 9.

Skills: Craft (armorsmithing) +11, Craft (stonemasonry) +9, Craft (weaponsmithing) +8, Swim +2*. *Feats:* Cleave, Combat Reflexes, Great Cleave, Iron Will, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe). *This skill modifier includes Daruf's -7 armor check penalty.

Possessions: Chainmail, large steel shield, full helm, masterwork battleaxe.



32. Taifla. Travel from Karak to Taifla by foot or slow caravan takes three days. On horseback, the journey takes a day and a half. The road is patrolled by the Emir's men, so there are few bandits. Taifla is much like Karak, though it sits in a plain filled with olive and fig trees.

PCs who inquire about Abu Shakira elicit screams of outrage and a torrent of thrown crockery. Abu Shakira, it would seem, is a notorious confidence man, womanizer, pimp, and scoundrel. He lived here about five months ago but was run out of town. He owed a lot of money, and the town elders have posted a reward of 50 gp for his head on a stick. Numerous husbands are also looking for him.

33. Rashadiya and Shaubak. Each of these small farming villages has a caravanserai and well. Otherwise they evince a monotonous similarity to each other and hundreds of other villages throughout the Holy Land.

34. Wadi Musa. Wadi Musa sits up in the hills above the plain in a well-watered valley. A 30-foot-tall obelisk (or *stele*) stands in the middle of the town, surrounded by cramped and dingy houses. The upper third of the great granite monument bears inscriptions in ancient Nabatean proclaiming the reign of the Emperor Obodas III. Various time-worn reliefs also adorn the top of the obelisk. The middle third bears the top half of a set of secondary plates of stone (apparently placed on top of the older Nabatean reliefs) that bear Roman designs, reliefs, and inscriptions. The inscriptions signify that the obelisk marks the southern border of the Roman province of Arabia Petraea and that these plates were installed during the reign of Titus Flavius Domitianus in the year 83 A.D. The bottom third of the obelisk is utterly defaced with graffiti and other abuses.

Wadi Musa also has an inn from which the sounds of revelry and shouting signal a dice game in progress and a considerable amount of money changing hands. There is also relief from the sun, cool drinks, and chairs upon which to rest one's weary feet.

In addition to the PCs, Wadi Musa is also being visited by two Petran scouts and a swindler named Abu Shakira. Abu is running the dice game (and making quite a bundle from it), and the Petrans are standing at the kitchen door, conversing in low tones with Rasif, the proprietor of the inn (LN male human Com2; hp 6).

The Petrans' light horses are tethered behind the inn. The Petran scouts leave Wadi Musa and head for Petra (area **36**) as soon as they notice foreigners (that is, the PCs). They ride south toward Ma'an (area **35**), then double back into the hills around Petra. It takes them several hours to reach the city.

The villagers of Wadi Musa don't know much about the "strange hill people" (Petrans) except that they live in the ruins of a great city, and that the cliffs around the city are filled with palaces and castles. The road to the ruined city is fairly apparent, leaving from the western side of the town and heading toward the towering cliffs of the Echara Hills. It is said that there is only one way into the city—through a perilous canyon.

Abu Shakira can be bribed for information and accepts money, gifts, or anything else the PCs care to ply him with. He has worked as a stringer for "the Greeks" for several years and knows a little bit about "ul Mejid," but not much:

> "Ul Mejid? Yeah, I know him. He's that stick-of-a-man with the black clothes. Never play cards or dice with him—no way! He has *powers*, if you know what I mean. People here are scared of him. He lives up in the western hills. I hear tell once that there are whole palaces and cities hidden in those hills. Me, I never want a thing to do with 'em. Too spooky. Them two fellahs that were talking to Rasif o'er there, they're ul Mejid's people. Don't talk much. Don't do much. Just come in and go out."

By "fellahs," Abu Shakira refers to the Petrans, although he doesn't know what they call themselves. Like the village locals, he refers to them simply as the "hill people."

Creatures (EL 5 for Petrans, 2 for Abu Shakira): The Petrans' garb is similar to that worn by their counterparts at Masada. Abu wears a silk shirt, vest, and leather pants.

Petran Scouts, Male Tiefling Ftr1/Rgr1/Rog1 (2): hp 18 each; see area **7** for complete statistics and equipment.

Abu Shakira, Male Human Rog2: CR 2; Medium-Size Humanoid (5 ft. 6 in. tall); HD 2d6+2; hp 10; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atk +1 melee (1d4/ crit 19-20, dagger); SA sneak attack (+1d6); SQ evasion; AL CG; SV Fort +1, Ref +3, Will +2 (includes Iron Will feat); Str 10, Dex 15, Con 12, Int 14, Wis 10, Cha 16.

Skills: Bluff +8, Diplomacy +8, Disable Device +5, Disguise +8, Hide +6, Innuendo +5, Jump +2, Pick Pocket +6, Listen +4, Move Silently +5, Open Lock +7, Search +5, Spot +4, Tumble +5. *Feats:* Dodge, Iron Will.

Possessions: Silk shirt, leather pants, vest, light robe, dagger, pouch containing 45 gp and 34 sp, gold ring (100 gp).

Development: If the PCs mention that the city of the "hill people" might hold treasure, the greedy Abu offers to accompany them as a guide for a percentage of the loot. (He "insists" on 20 percent but will settle for 10.) Abu's direction sense is not particularly good, and he's just as likely to get the PCs lost as see them safely to Petra. Before embarking westward, Abu suggests that the PCs accompany him to Ma'an to visit a local expert on the "demon-haunted city"—a man named Kairouz.

35. Ma'an. If the PCs accompany a caravan from Karak, the caravan continues southward to this large trading center. The road becomes intermittent, rough, washed out, and generally bad. Ma'an is rarely visited by the "demon folk" (Petrans), although locals are quick to accuse them of banditry and

demon worship. If the PCs request a guide to the "demon-haunted city," they find no willing takers. No one seems eager to incur the wrath of the demons thought to lurk there.

PCs who speak to the locals about Petra or its people must make a successful Gather Information check (DC 20) to get directions to the "demon-haunted city." They are also given the name of a local expert on the city: a sage named Kairouz Horsebane (who earned this name after his old horse died while transporting him to the Monastery of St. Basil). See **Creature** below for details.

Kairouz collects scattered lore from all over the Holy Lands and meticulously records the information on scrolls. His small home is cluttered with half-finished works, torn pieces of parchment, and racks of leather scrolls. Although he shuns Petra and avoids its people, he is fascinated by the history and reputation of the so-called "demon-haunted city," or "rose-red city" as he prefers to call it. If the PCs mention their desire to visit the city, Kairouz offers to sell them two informative scrolls for 1 gp apiece.

The first scroll reads as follows:

Excerpt from a text by Quintus Florian, Historian of Rome, written in the year 1063 Ab Urbe Condita:

In ancient times, before the rise of the great and glorious Roman Empire, a mysterious tribe from out of Arabia Deserta settled in a hidden city in the land of Edom. Approachable only through a narrow defile and guarded by a great fortress carved from the living rock, this city of Petra was watered by hidden springs.

From this unassailable sanctuary the Nabatean people built a great mercantile empire that stretched as far north as Damascus and down into deepest Arabia, even to far Sheba and fabled Gondar and Kush. During the dark times before the coming of Rome, the Nabateans ruled over all of the land of Judah with an iron hand. For they were allied with the powers of the deepest hells, and were powerful sorcerers and made hideous pacts with all sorts of demons and devils.

However, soon after the Judean Rebellion, the Petrans' power failed and their dark allies deserted them. The Roman Legions under the command of the General Titus Vespasianus conquered their empire and cast down their evil temples. Under the wise and beneficent rule of Rome, Petra remained an important mercantile center, but over the past century it has faded from prominence.

The second scroll reads as follows:

Excerpt from a text, Histories of the Holy Land, by Axos Poliocrates, written circa 1500 A.U.C.:

. . . all contact with the city of Petra was lost during the Moslem conquests of the Levantine provinces between the years 1387 and 1397, and the location of the fabled Rose City is now lost to us as well.

But though the city, the people, and the empire of the Petrans have been swallowed whole by the sands of time, their knowledge of necromancy, divination, demonology, and sorcery remains alive today, for the great wizards and mages of old were by great proportion Petran. They were, by the accounts of Lysos of Rhodes, skilled, literate, and careful sorcerers. Their city, could it be found today, would doubtless yield a wealth of knowledge in the black arts and other skills now lost to man.

Creature (EL 2): Kairouz is a doddering fellow in his sixties with skin the shade of parched leather and braided white hair.

Kairouz, Male Human Exp3 (lorekeeper): CR 2; Medium-Size Human (5 ft. 2 in. tall); HD 2d6-2; hp 6; Init +0; Spd 30 ft.; AC 10; Atk +1 melee (1d3-1 subdual, unarmed strike); or +2 ranged (1d4, sling); AL N; SV Fort +0, Ref +1, Will +3; Str 8, Dex 10, Con 9, Int 16, Wis 11, Cha 10.

Skills: Craft (calligraphy) +9, Craft (scrollmaking) +8, Knowledge (arcana) +8, Knowledge (architecture and engineering) +7, Knowledge (history) +9, Knowledge (local) +11 (includes Skill Focus feat), Knowledge (nature) +7, Knowledge (religion) +8, Listen +3 (includes Alertness feat), Sense Motive +5, Spot +3 (includes Alertness feat). *Feats:* Alertness, Skill Focus–Knowledge (local).

Possessions: Brown robe, sandals, silver ring (10 gp), scroll collection (over 250 scrolls worth about 800 gp total).

36. To the Demon-Haunted City. To reach Petra from Wadi Musa or Ma'an, the PCs will probably head west through the towering cliffs of the Echara and down the cramped confines of the El Siq gorge–a deep, jagged scar in the earth that is filled from side to side with a shallow sheet of water (no more than a few inches deep) flowing west. The PCs can approach the city from other directions as well, as many old roads and footpaths lead across the rough terrain to Petra.

Scaling the sides of the 100-foot-high El Siq gorge without equipment requires a successful Climb check (DC 15) for each round of movement. Whether the PCs walk along the bottom or top of the gorge, they eventually reach its eastern mouth (see area **37**).

The city of Petra serves as the stronghold for ul Mejid, the evil Nabatean wizard-king, and his loyal servants, and is fully described in the next section.

Petra (Areas 37-48; Refer To Maps 7-8)

Through their long history, the demon-blooded Petrans focused their creative energies on sorcery and paid only the service of admiration to other arts such as music, dance, oratory, architecture, painting, and sculpture. As a result, the buildings of Petra represent a hodgepodge of styles–Minoan, Assyrian, Classical Greek, Hellenic, Sheban, and Roman–as noticed by any PC who makes a successful Knowledge (architecture and engineering) check (DC 12).

Nearly every bas-relief, frieze, and statue evinces some demonic or evil aspect; many of the images depict debased rituals, outrageous and nauseating to those of good alignment. A lingering aura of evil engulfs the city such that *detect evil* spells (including a paladin's ability to *detect evil)* are unable to pinpoint any single source. The evil aura intensifies slightly the closer one gets to the Citadelle (area **48**).

37. Reservoir and Ambush Site.

The gorge widens to the north and south, creating an elongated natural ravine or basin with 100-foot-high walls. Farther west, the gorge narrows to 20 feet. The river flows across the floor of the basin, forming a 20-foot-deep pool before tumbling over the remains of a crude dam and continuing west through the narrowing passage.

The south branch of the gorge slopes up toward a crumbling stone building embedded in the rock wall. Several mounds of shattered rock jut from the floor of the gorge.

In ancient days, the dam kept the river from flooding Petra by redirecting the water through a tunnel at the north end of the ravine. (This tunnel connects to a dry, underground river that passes under the northern cliffs and emerges north of the city. PCs can explore the underground riverbed for a time before it becomes too narrow to traverse.)

PCs who continue west eventually reach area **39**. The stone building embedded in the south wall of the ravine is the Khasné Treasury, detailed in area **38** below.

Creatures (EL 9): A Tiny snake lurks amid the rocks just inside the ravine. The snake—a sorcerer's familiar—tries to remain hidden as it watches PCs enter the area. Unless the PCs avoid the snake by walking along the top of the gorge, they cannot avoid the ambush waiting for them. PCs walking atop the cliffs avoid the ambushers on the floor of the ravine, but not necessarily the gargoyles perched on the southern cliffs overlooking the ravine (see below for details).

Lurking behind a 10-foot-tall, 15-foot-wide mound of fallen rocks on the south branch of the gorge are three Petran guards. The force is led by Mekrisi, one of ul Mejid's subordinates and apprentices. Perched on the south cliffs overlooking the Petrans are two *charmed* gargoyles under Mekrisi's command.

Mekrisi appears as a black-haired, green-eyed human with elongated black claws instead of human hands.

Mekrisi, Male Tiefling Rog1/Wiz3: CR 5; Medium-Size Outsider (5 ft. 7 in. tall); HD 1d6 (Rog) plus 3d4 (Sor); hp 12; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+2 Dex, *+1 ring of protection, +4 mage armor*); Atk +1 melee (1d4/crit 19-20, dagger); or +1 melee (1d4, claws); or +1 ranged (1d4, sling); SA *darkness* 1/day (as Sor4), sneak attack (+1d6); SQ fire, cold, and electricity resistance 5; AL CE; SV Fort +2, Ref +7, Will +5; Str 11, Dex 16, Con 11, Int 16, Wis 12, Cha 10.

Skills: Bluff +4, Concentration +7, Diplomacy +4, Gather Information +4, Hide +7, Innuendo +5, Knowledge (arcana) +7, Listen +5, Move Silently +7, Search +5, Sense Motive +5, Spellcraft +7, Spot +5, Tumble +7, Use Rope +5. *Feats:* Brew Potion, Improved Initiative, Run, Scribe Scroll.

Spells (4/3/2): 0—*daze, mage hand, ray of frost, prestidigitation;* 1st—*mage armor* (already cast), *magic weapon* (×2); 2nd—*resist elements, summon swarm.*

Possessions: +1 ring of protection, +1 cloak of resistance (already figured into the above save modifiers), *potion of expeditious retreat,* dagger, sling with 10 stones, two thunderstones, spellbook (contains all prepared spells plus *detect magic, read magic, expeditious retreat,* and *levitate*), small mirror, robe.

Mekrisi's Snake Familiar (1): CR —; Tiny Animal (1 ft. long); HD special; hp 6; Init +3 (Dex); Spd 15 ft., climb 15 ft., swim 15 ft.; AC 19 (+2 size, +3 Dex, +4 natural); Atk +4 melee (poison); Face 2½ ft. × 2½ ft.; Reach 0 ft.; SA poison (DC 11; initial and secondary 1d6 points of temporary Constitution); SQ scent, improved evasion, share spells, empathic link; AL CE; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +18, Listen +10 (includes Alertness feat), Spot +10 (includes Alertness feat). *Feats:* Alertness, Weapon Finesse (bite).

Petran Guards, Male and Female Tiefling Rog1/Ftr1 (3): CR 3; Medium-Size Humanoid (5 ft. 5 in. tall); HD 1d6+1 (Rog) plus 1d10+1 (Ftr); hp 13 each; Init +3 (Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor); Atk +0 melee (1d6/crit 19-20, short sword); or +3 ranged (1d6 and poison/crit ×3, shortbow); SA sneak attack (+1d6), poison; SQ fire, cold, and electricity resistance 5; AL CE; SV Fort +2, Ref +5, Will -1; Str 11, Dex 17, Con 12, Int 10, Wis 8, Cha 7.

Skills: Balance +7, Climb +6, Disguise +0, Hide +7, Intuit Direction +1, Listen +3, Move Silently +7, Spot +3, Tumble +7. *Feats:* Dodge, Point Blank Shot, Precise Shot.

Possessions: Leather armor, short sword, shortbow with 12 arrows, vial of poison (4 applications of carrion crawler brain juice; Contact DC 13; causes paralysis for 2d6 minutes), dust-brown cloak, tunic, pouch containing 2d10 gp.

***Charmed* Gargoyles (2):** hp 38 each; see *Monster Manual* 94. Breaking their *charm* does not keep them from attacking.

Tactics: PCs can spot the ambushers with a successful Spot check opposed by the villains' Hide checks. (Note that the gargoyles receive a +8 racial bonus to their already impressive Hide bonus due to the rocky surroundings.) The easiest way to handle this is to have the PC with the best Spot skill modifier make the roll, with the other PCs aiding him (see the Aid Another rule on page 135 of the *Player's Handbook).* The ambushers make one Hide check using their worst Hide skill modifier.

Eager to please his master and test his tactical acumen, Mekrisi waits until the PCs approach within 30 feet before whistling to the gargoyles. As the gargoyles dive at the PCs, the Petrans shoot poisoned arrows and use the boulders as half cover (+4 cover bonus to AC, +2 cover bonus to Reflex saving throws), hoping gaining sneak attacks. The guards have the Precise Shot feat and do not suffer the -4 attack penalty for firing into melee.

Mekrisi casts *magic weapon* spells on the archers' weapons. The wizard is a coward and uses his *potion of expeditious retreat* (crafted with his Brew Potion feat and his master's help) to flee if both gargoyles or three of his scouts are slain. Mekrisi runs west to the mouth of gorge and uses flashes from his small mirror to alert the guards at the Citadelle (area **48**).

38. Khasné Tomb.

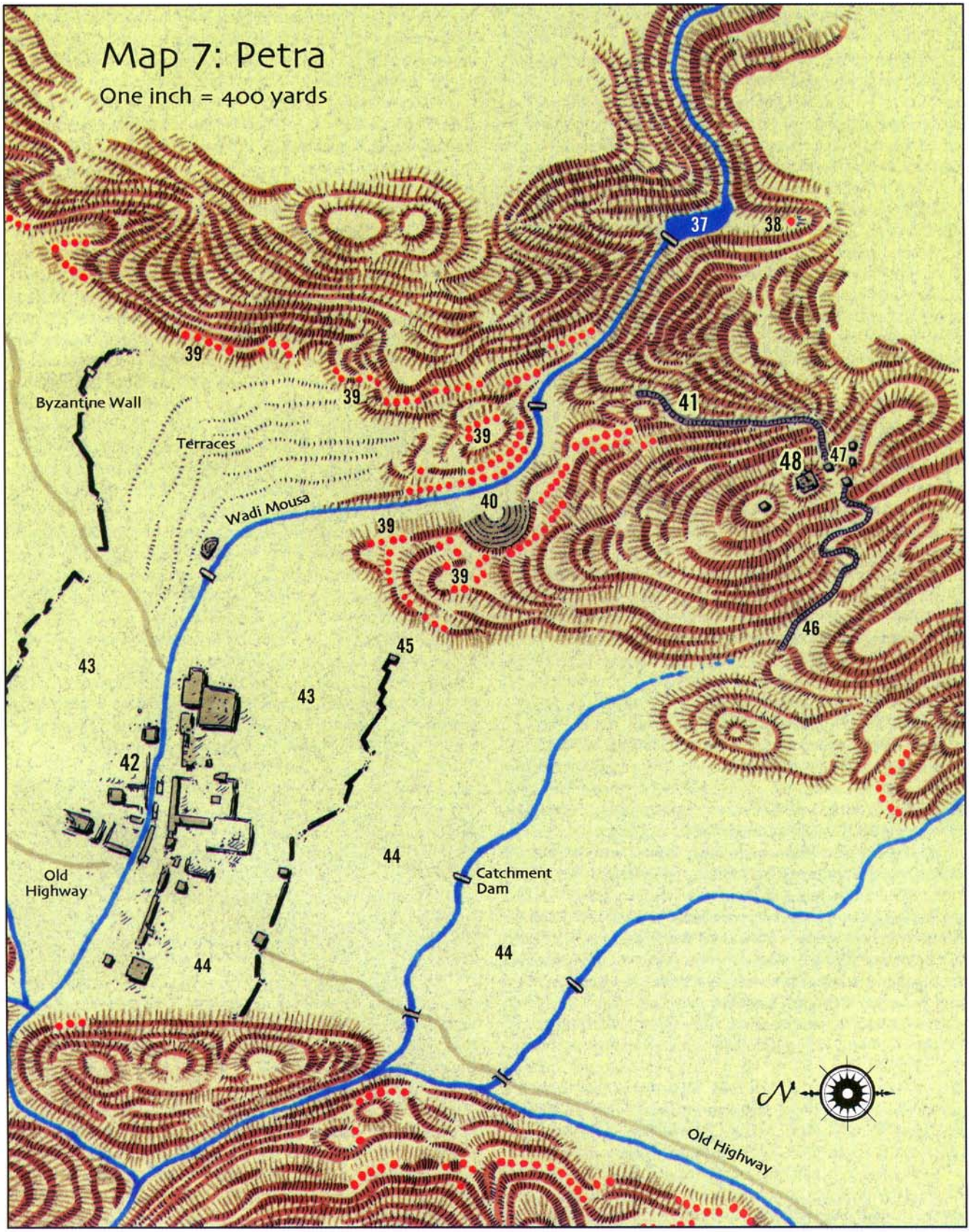
This two-story stone building with an ornately sculptured façade has been carved out of the rock wall. Cracked steps lead up to the open, rectangular archway that leads to the building's dark interior. A portico supported by six columns surmounts the entrance. Elaborate scrollwork suggests that this was the tomb of someone wealthy or important.

This imposing structure is one of hundreds of tombs that surround the city of Petra. Despite its impressive façade, the tomb contains but three plain, unadorned, and empty rooms—one central room with two side annexes—on the ground floor. Stairs lead to an upper floor balcony overlooking the central chamber of the ground floor.

Creatures (EL 7): Four shadows inhabit this plundered tomb, attacking PCs who dare explore its depths. The shadows do not leave the tomb under any circumstances.

Shadows (4): hp 19 each; see *Monster Manual* 161.

39. Inhabited Tombs. The gorge widens, and the sandstone cliffs on either side are lined with more than thirty tombs carved into the rock. The tombs have breathtaking façades and are


Map 7: Petra
One inch = 400 yards
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Terraces
Wadi Mousa
Old Highway
Catchment Dam
Old Highway
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similar in layout to the tomb at area **38**. Three hundred years ago, a massive earthquake demolished most of Petra's free-standing buildings, forcing the survivors to move into the tombs, which weathered the quake without significant damage. These tombs, plundered long ago, now serve as abodes for the majority of the city's tiefling population.

Creatures (EL 7 per inhabited tomb): Thirty tombs are currently inhabited, most of them holding more than one family; the few remaining tombs are used for food storage. Each of the inhabited tombs contains two adult Petran guards (who usually stand by the entrance), ten non-classed adult tieflings, and 3d4 noncombative tiefling children.

During the day, this tombs appear quiet and deserted, as the people are asleep inside. At dusk and dawn, they are up and about, going to and fro. The men tend the gardens and terraces and repair irrigation canals. The women refurbish the guards' armor, card wool, and tend to the needs of the Petran children. At night, the Petrans converse, drink, and eat. The children are allowed out to play under the constant watch of the Petran guards. Sometimes ul Mejid summons the people to a meeting or ceremony at the Platform of Obelisks (area **47**), but only on nights sacred to the Petrans (usually during the full or new moon).

Except for the guards, who are sworn to answer ul Mejid's summons, the Petrans living in these tombs will neither help nor hinder the PCs, for they are more concerned with their families than war or politics. If the guards are called away or killed, the non-classed adults take up daggers and use them to defend their homes and young.

Petran Guards (2 per tomb): hp 13 each; see area **37** for complete statistics and equipment.

Non-Classed Petrans, Male and Female Tieflings (10 per tomb): hp 4 each; see *Monster Manual* 151 (plane-touched) for full statistics. These tieflings wield daggers.

Treasure: The Petrans keep few valuables in their homes. PCs who make a successful Search check (DC 20) find a few coins (5d12 cp and 3d6 sp) and worthless trinkets.

Development: PCs who try to speak with these Petrans find the tieflings unwilling to share much information. No amount of coaxing or bribery can persuade the Petrans to think well of outsiders. The guards would sooner die than surrender information. However, PCs who confront non-classed tieflings about the whereabouts of ul Mejid are pointed in the right direction if they succeed at a Charisma check or Intimidate check (DC 13).

40. Amphitheater. A large Roman theatre has been carved out of the south canyon wall, its stone towers arranged in a semi-circle around the performing area. Since the current residents despise the Romans and all of their works, parts of the theater have been torn down and defaced.

41. Sacred Stairs.

A staircase begins at the valley floor and climbs up beyond the south wall of the canyon. Each step is broad and low. Clinging to the edges of every fifth or sixth step are statues of demons, possibly former rulers of the ancient city.

Over eight hundred steps climb up from the valley floor. The edges of the stairway were once decorated with statues of demons. Most of the statues were cast down and reduced to rubble, but a few were recently restored with the aid of *mending* spells. Two of the "demon statues" perched near the top of the stairs are actually **Creatures**. The stairs rise to the top of the Sacred Mountain (Montagne Sacree), east of the Platform of Obelisks (area **47**) and southeast of the Citadelle (area **48**).

Creatures (EL 6): Two *charmed* gargoyles perch at the top of the steps. They closely resemble the demon statues and remain frozen like statues until a PC unknowingly walks between them or within 5 feet (striking distance).

***Charmed* Gargoyles (2):** hp 38 each; see *Monster Manual* 94. Breaking their *charm* does not keep them from attacking.

42. Central Petra.

Here lie the ruins of an ancient city, reduced to a scattering of crumbling walls, freestanding archways, and titled statues depicting demons and long-dead rulers. Dust and debris clog the great plazas, and cracked pillars line the ancient arcades. Clearly, no one has lived here for some time.

An earthquake in the year 800 A.D. leveled most of the city's free-standing buildings. PCs exploring the ruins find lonely walls, tumbled debris, solitary pillars, and tilted statues depicting various demons and ancient rulers. The grand plazas and arcades are now filled with tumbleweeds, gorse bushes, and foxholes. An ineffable air of decay pervades the place.

PCs who search the ruins discover an unusual feature in the ruins of a palace: a 10-foot-wide stone fountain with a four-headed demon statue perched atop it, its mouths shaped like water spouts. This fountain is actually the **Creature**.

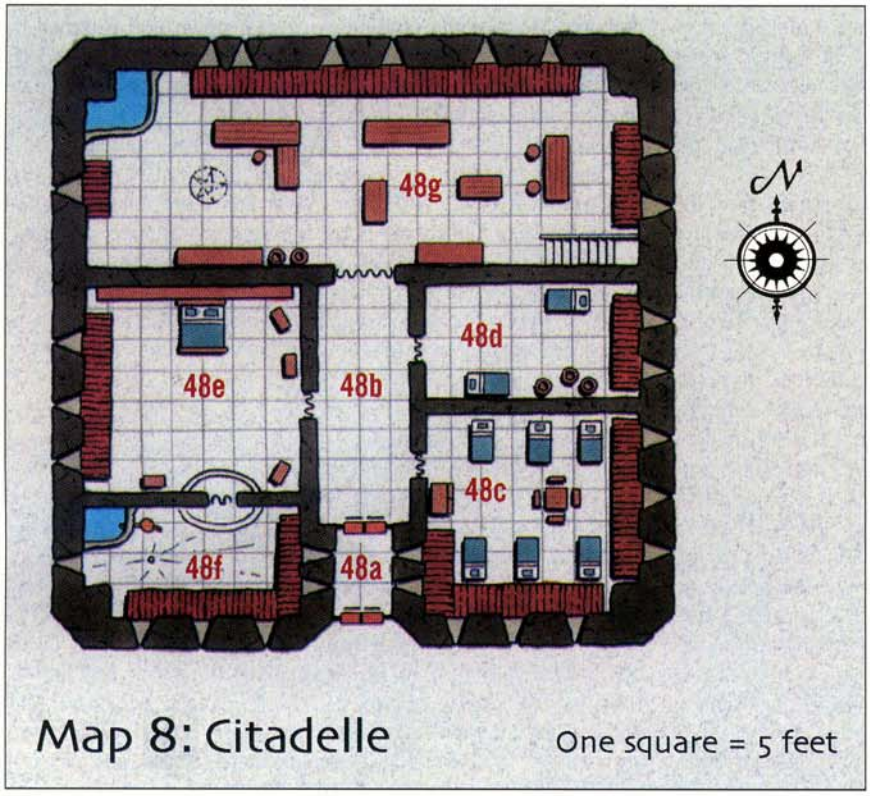
Only Lady Illé, ul Mejid's wife, frequents the ruins at night, haunting them like a ghost. She comes to the ruins to speak with the **Creature** disguised as a fountain.

Creature (EL 7): The undamaged "demonspout fountain" is actually a Large, shapeshifting monster called a phasm. The phasm is visiting places throughout the Holy Land, gathering obscure facts and bits of gossip. For the past two months it has lived in these ruins, feeding on foxes, buzzards, and wild dogs. It has revealed itself to Lady Illé and spoken with her at length about the history of Petra and philosophy in general (an interest they share). Lady Illé has revealed the creature to no one—not even her husband. She has confided to the phasm that she is barren and unable to provide ul Mejid with an heir, and she fears for the future of the Petran people.

Phasm (1): hp 94; see *Monster Manual* 150.

Tactics: If the PCs show interest in the fountain, the phasm reveals itself, hoping to learn who they are and why they've come. The phasm speaks telepathically and does not attack unless the PCs attack it first or reveal their intention to capture or slay Lady Illé's husband, Abd ul Mejid. In both cases, it attacks, believing that it owes Lady Illé as much. If reduced to half hit points, the phasm assumes the form of a Large blue dragon and flies to the Platform of Obelisks (area **47**), where it calls out for ul Mejid. It warns ul Mejid of the impending danger before flying off, never to return.

If the PCs do not threaten it or ul Mejid, the phasm asks them questions about their homeland as well as other places they have visited in their travels. In exchange, it is willing to assume various forms for the PCs' amusement or share some of the things it has learned in its very long lifetime.



43. Ruins de Maisons. The villas and palaces of the powerful once lined the hillside above central Petra. Now this hillside is home to small trees, gorse, brackleberry bushes, and the occasional goat. Through the blown leaves and dust, the mosaics and wall paintings can still be descried. Old copper coins and worthless shards of broken glass draw the eye.

44. Terraces. Here lay the ruins of the city's old agricultural system—a maze of gardens and terraced fields that covered the hillsides around Petra. An elaborate aqueduct system once drew water from nearby dams and wells. Now the system lies in ruins, although within the past few years ul Mejid has stirred his people to begin rebuilding the aqueducts.

45. Porte de la Ville. The ruins of a great gateway lie here. Two great winged bulls once flanked a great gate through which southern traders and merchants would walk to reach the city's central plazas. Demons lurked in the dark recesses of the gate, ready to unleash terrible forces upon those who might attempt to assail the gates. Now, there is naught but a vast pile of debris and shattered brick and stone.

46. The Second Stair. A second staircase scales the side of the mountain, ending at the Platform of Obelisks (area **47**) near the Citadelle (area **48**). The staircase rises sharply and includes several switchbacks. As they climb the mountainside, the stairs pass many tombs embedded in the mountainside, including one marked by a magnificent statue of a Roman soldier, and a stream where carved lions jet water from their mouths. PCs exploring the tombs find nothing but dust and debris.

47. Platform of Obelisks. PCs who scale the mountain by the Sacred Stairs (area **41**), The Second Stair (area **46**), or some other means (such as *fly* spells) eventually reach a flat terrace atop the sacred mount. Rising from the terrace are three tall obelisks etched with unholy symbols. A successful Knowledge (arcana) check (DC 15) reveals that the symbols are not inherently magical; a *detect magic* spell reveals that the obelisks radiate strong Transmutation magic.

Toppling an obelisk requires a successful Strength check (DC 36) and causes the obelisk to shatter (and be destroyed). PCs who damage an obelisk automatically alert the guard in the Citadelle's watchtower; see area **48** below for details.

Stone Obelisks (3): 15-20 ft. tall; Hardness 8; hp 160 each; Topple (DC 36); Break (DC 50).

Development: If the PCs fail to recover the True Cross before the night of April 13th (Good Friday), ul Mejid destroys it in a ritual, opening a permanent *gate* to the Abyss between the obelisks. (See "Dark Ceremony" below for details.) Destroying all three obelisks makes it impossible for ul Mejid to open the *gate*, even if the True Cross is destroyed.

48. Citadelle (Refer To Map 8).

An ugly, single-story edifice stands atop the mountain, its 25-foot-high stone walls perforated by arrow slits. Set into the middle of the south wall is an archway sealed by wooden doors. The roof is enclosed by crenellated battlements. A 15-foot-high watchtower made of wood rises above the rooftop.

Once a towering building with six floors, this edifice was all but destroyed by the earthquake that leveled central Petra. One of ul Mejid's first actions as King was to order the Citadelle's restoration. The collapsed upper floors were cleared off and the debris dumped down the mountain. The first floor was restored, and a new roof was added. The Citadelle now serves ul Mejid's palace.

The ceilings are quite high (12 to 15 feet) and consist of thick wooden beams that support the slate roof above. Rooms are illuminated by *continual flame* spells cast in empty sconces.

Roof and Watchtower

The roof is adorned with various astronomical symbols and a large heliograph. Ul Mejid uses these to study celestial bodies (such as the moon and stars), which he believes influence the magical abilities of sorcerers and wizards. Drains at each corner of the roof divert rainwater into the Citadelle's cisterns. The crenellated battlement surrounding the rooftop is about 6 feet high, with various arrow slits and other firing ports. A trap door near the eastern battlement leads down to area **48g**.

The watchtower consists of a 10-foot-square, 15-foot-high covered platform supported by a series of sturdy wooden beams. A simple wooden ladder connects the platform to the Citadelle's roof.

Creature (EL 3): A Petran guard mans the watchtower at all times, shouting to the guards in the Citadelle at the first sign of trouble. This guard is trained to watch for signals from the forces stationed at the El Siq gorge (area **37**).

Petran Guard (1): hp 22; see area **48c** on the next page for complete statistics and equipment.

48a. Entrance Hall. The entrance consists of two large wooden doors reinforced with iron bars slotted into the stone, a passage with a floor made of loosely joined paving stones, and another set of reinforced doors leading to area **48b**. Murder holes are driven through the walls so that arrows, flaming oil, or other deviltries can be visited upon anyone attempting to force the inner door.

Reinforced Wooden Door: 4 in. thick; Hardness 5; hp 60; Break (DC 25); Open Lock (n/a).

Development: If the PCs force their way inside, two of the guards in area **48c** fire arrows at them through the eastern arrow slits. These guards have nine-tenths cover (+10 cover bonus to AC, +4 cover bonus to Reflex saving throws).

48b. Common Hall. This hall has a floor of slate paving stones and four exits, each currently closed off by a curtain. A long wooden table flanked by a pair of long wooden benches dominates the center of the room, for this is where the inhabitants of the Citadelle dine. (Food is prepared and brought from the city below; see area **39**.)

48c. Guard Barracks. This area holds five finely tooled beds, several benches, a small table, an unlocked cabinet (see **Treasure** below), and 6-foot-high raised wooden platforms along the south, west, and east walls. These platforms allow guards in the room to shoot out the arrow slits.

Creatures (EL 7): Four Petran guards are stationed here. If the PCs attack the Citadelle by the main entrance, two guards take up positions near the western arrow slits to fire on PCs as they enter. The other two guards move into area **48b**, heading to wherever they hear calls of alarm.

Petran Guards, Male Tiefling Ftr2 (4): CR 3; Medium-Size Outsider (5 ft. 8 in. tall); HD 2d10+7 (includes Toughness feat); hp 22 each; Init +0; Spd 20 ft.; AC 15 (+5 chainmail); Atk +5 melee (1d8+2/crit ×3, masterwork battleaxe); or +3 ranged (1d6+2/crit ×3, mighty composite shortbow [+2 Strength] with Weapon Focus feat); AL CE; SV Fort +5, Ref +0, Will -1; Str 15, Dex 11, Con 14, Int 8, Wis 9, Cha 8.

Skills: Climb +1*, Jump +1*, Ride +3. *Feats:* Power Attack, Weapon Focus (composite shortbow), Toughness. *These skill modifiers include the guards' -5 armor check penalty.

Possessions: Chainmail armor, masterwork battleaxe, mighty composite shortbow (+2 Strength) with 10 arrows, 4d6 gp and 3d6 sp in pouch.

Treasure: The cabinet contains twelve bundles of arrows (30 arrows per bundle) and six ceramic urns of oil (each urn equivalent to three flasks). These supplies are available to all of the Citadelle's defenders.

48d. Shared Room. This room contains two beds. A small, bare writing desk and chair stand next to the southern bed. A 6-foot-high wooden platform allows archers to fire through the arrow slits set into the east wall. Several kegs of water and urns of flour are also stored under the platform.

This room is used by Ghazi ibn Saud, ul Mejid's right hand and captain of the Petran guard. Ghazi shares his quarters with Orphia, a Petran farmer girl who demonstrated some spellcasting ability and now serves ul Mejid as an apprentice. When the PCs attack the Citadelle, ibn Saud is with his king, leaving Orphia alone in this chamber.

Creature (EL 3): Orphia wears black robes to hide a short, barbed tail. She remains out of combat and does not place herself in undue jeopardy, fleeing if given a chance. Orphia's cat familiar, Shalar, is the color of desert sand.

Orphia, Female Tiefling Wiz2: CR 3; Medium-Size Humanoid (5 ft. tall); HD 2d4; hp 5; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk +1 melee (1d4/crit 19-20, dagger); SA +2 bonus to Move Silently checks (due to familiar); AL NE; SV Fort +0, Ref +0, Will +3; Str 10, Dex 13, Con 11, Int 14, Wis 7, Cha 9.

Skills: Concentration +5, Knowledge (arcana) +7, Knowledge (the planes) +7, Spellcraft +7. *Feats:* Scribe Scroll, Spell Focus (Transmutation).

Spells (4/3): 0—*detect magic, daze, mending*, read magic;* 1st—*burning hands*, expeditious retreat*, silent image.*

* Spells enhanced by Spell Focus (Transmutation) feat.

Possessions: Dagger, copper demon-faced amulet (given by ul Mejid and worth 10 gp to a collector), black robe, sandals, spellbook (contains all prepared spells).

Orphia's Cat Familiar (1): CR —; Tiny Animal (2 ft. long); HD special; hp 2; Init +2 (Dex); Spd 30 ft.; AC 15 (+2 size, +2 Dex, +1 natural); Atk +2 melee (1d2-4, 2 claws), -1 melee (1d3-4, bite); Face 2½ ft. × 2½ ft.; Reach 0 ft.; SQ improved evasion, share spells, empathic link; AL NE; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 7.

Skills: Balance +10, Climb +5, Hide +17, Listen +6 (includes Alertness feat), Move Silently +9, Spot +6 (includes Alertness feat). *Feats:* Alertness, Weapon Finesse (claw, bite).

Development: If the PCs slay or capture ul Mejid, Orphia sends her familiar out the nearest arrow slit and down the mountain to alert the Petran guards in area **39**, who have been told that a visit from the cat means ul Mejid needs them at the Citadelle at once. It takes 20 minutes for the entire force to arrive, fully armed and ready for battle.

48e. King's Chamber. A 6-foot-tall arrow platform built against the west wall is disguised by several rugs hung from the ceiling, and the area underneath has been converted into a closet. The room also contains a low bed richly draped with fine brocades, cotton sheets, and various Persian quilts. A number of large trunks around the walls serve both as chairs and storage for ul Mejid and Lady Illé's personal goods.

The north wall (above the bed) is covered with a large bookcase containing 355 books, detailed under **Treasure #1** below. One of the trunks holds **Treasure #2** and the **Trap**.

Creature (EL 5): If the PCs enter this chamber without raising the general alarm, Lady Illé is seated solemnly on one of the trunks, brushing her long hair. Otherwise, she is with her husband in area **48g**; see the adjacent sidebar for her statistics.

Treasure #1: The books are ul Mejid's true treasures, recovered from the myriad tombs of Petra. Intact originals of the works of Plato, Livy, Aristotle, Hipparchus, Ptolemy, Socrates, Sun Tzu, Chao-ching Tsu (Confucius) and the other masters of the ancient world survive here, as perhaps nowhere else in the world. There are no tomes relating to arcane magic; these are kept in the Workshop (area **48g**).

Illé ar Arain, Queen of Nabatea

Female Tiefling 2nd-level Rogue/2nd-level Wizard

Strength	10 (+0)	Fort. Save	+0
Dexterity	13 (+1)	Ref. Save	+4
Constitution	11 (+0)	Will Save	+2
Intelligence	14 (+2)	Alignment	CE
Wisdom	8 (–1)	Speed	30 ft.
Charisma	14 (+2)	Size	5 ft. 1 in. tall
Armor Class	11	Base Melee	+2
Hit Points	15	Base Ranged	+3

Skills: Appraise +7, Bluff +7, Decipher Script +7, Disguise +7, Knowledge (arcana) +4, Knowledge (history) +6, Innuendo +4, Listen +4, Move Silently +6, Perform (sing) +7, Search +7, Sense Motive +4, Spellcraft +4.

Feats: Expertise, Improved Disarm, Scribe Scroll.

Special Attacks: *Darkness* 1/day (as Sor4), sneak attack (+1d6 points of damage).

Special Qualities: Fire, cold, and electricity resistance 5, evasion.

Spells (4/3): 0—*dancing lights, detect magic, mage hand, read magic;* 1st—*charm person, obscuring mist, protection from good.*

Possessions: *+1 dagger,* silk and leather clothing, two gold arm bracelets (100 gp and 250 gp respectively), four gold ankle bracelets shaped like serpents (300 gp each), jewelled necklace (900 gp).

Illé ar Arain is the last queen of the second royal house of Petra and a slight, dark-haired woman of considerable grace and beauty. Betrothed to ul Mejid almost from birth, she finds this duty of little weight, as she has loved him since she was a small girl.

Given her normal nature, she is quiet and solemn—as befits a Queen of Petra—but the cruel fate of her barrenness has laid a bitter resignation over her. Indeed, in these latter days she has taken to a withdrawn silence. Even ul Mejid cannot wrest a smile from her. She feels the doom of Petra approaching and longs to be free of it. She is well aware of the lusts of Ghazi ibn Saud and cannot bring herself to tell ul Mejid, who regards ibn Saud as a son.

So great is her despair that she cannot even gain a glimmer of hope from ul Mejid's desperate plan to restore Petra to its ancient grandeur. Her only recreation now is to wander by night in the tumbled ruins of her forefathers' greatness, sharing her secrets with the fountain and weeping in silence for the plight of her people.

Wily PCs could sell ul Mejid's collection in Constantinople, Venice, Rome, Baghdad, or almost any other great city for several thousand gold pieces. Over half of these collected works have been considered lost by scholars, many of whom would pay dozens of gold pieces just to glimpse them.

Treasure #2: One of the trunks in the room has a secret niche that can be detected with a successful Search check (DC 25). Inside this compartment is a locked jewelry box protected by the **Trap** (see below) and containing Lady Illé's jewelry, most of it stolen from Petran tombs: five gold rings (25 gp each), eleven gold bracelets (50 gp each), a gold anklet set with rubies (450 gp), a pair of gold earrings shaped like asps with rubies for eyes (600 gp for the set), and two bejeweled necklaces (1,000 gp each). Lady Illé carries the key to the box.

Jewelry Box: 7 in. long × 3 in. wide × 3 in. tall; Hardness 5; hp 5; Break (DC 15); Open Lock (DC 21).

Trap (EL 2): Lady Illé's jewelry box is protected by a *fire trap* spell cast at 10th level. The spell triggers when the box is opened by anyone other than Lady Illé or ul Mejid.

Fire Trap: CR 2; 5-foot-radius; 1d4+10 points of fire damage, Reflex save (DC 18) halves damage; Search (DC 29, rogue only); Disable Device (DC 29, rogue only).

48f. Bathing Chamber. Stepping through a thick curtain leads into a tile-floored bathroom. There are two platforms elevated above the deep bath to serve the arrow slits. Part of the room is taken up by a cistern from which a set of copper pipes run into the bath. These pipes pass through a large copper globe, under which rests a fluted iron brazier partly filled with resinated charcoal. A wide-mouthed pipe runs up from the globe into the ceiling (and thence out to the roof). Within the globe the copper tubes are soot blackened and wind back and forth like a nest of snakes in such a manner as to double back upon each other many times. This little mechanism was constructed by ul Mejid to provide Illé with hot water in the bath. A drain in the lower portion of the tub is usually closed with a wooden stopper.

48g. Ul Mejid's Workshop.

This chamber runs the width of the building, with 6-foot-tall wooden platforms standing against the west, north, and east walls beneath an array of arrow slits. A cistern dominates the northwest corner, while a staircase climbs up to a trap door in the southeast corner of the ceiling. The middle of the room is cluttered with censers, tubes, coils, flasks, braziers, bowls, bubbling pots, and other fixtures to entertain one who dabbles in alchemy or similar arcane arts. Chiselled into the floor are a plethora of vile symbols and summoning circles. Under the tables sit seven clay urns and two large trunks.

Ul Mejid spends most of his time here. On the evening of April 13th, he intends to perform a ritual that will destroy the True Cross (see "Dark Ceremony" below) and allow a *gate* to open atop the Platform of Obelisks (area **47**). When not consumed with such important tasks, ul Mejid uses these facilities to brew potions, craft wondrous items, and scribe scrolls.

The clay urns contain the mummified hearts and livers of seven sorcerer-kings of Ancient Egypt—remains that ul Mejid recovered from the tombs of demon-haunted Karnak and the Valley of the Kings. These remains are needed in a ritual to destroy the True Cross (see "Dark Ceremony" below).

When the PCs enter, the **Creatures** attack. **Treasure #1** is hidden in the large trunks. **Treasure #2** can be found after a careful search of ul Mejid's workshop.

Creatures (EL see Encounter Level Chart): Ul Mejid is joined by his most trusted servant—a tiefling half-fiend fighter named Ghazi ibn Saud. Ibn Saud gives his life to protect ul Mejid, and ul Mejid treats Ghazi like a son. If an alarm has been sounded, Illé is also present and is standing behind ibn Saud. Ul Mejid calls upon ibn Saud to see that the queen is not harmed.

Statistics for Abd ul Mejid, Illé ar Arain, and Ghazi ibn Saud are presented in sidebars throughout the adventure.

Treasure #1: Each trunk measures 2 feet wide, 4 feet long, and 3 feet tall. The trunks are locked, and ul Mejid keeps the keys hidden in a small bronze flask. Finding the keys requires a successful Search check (DC 20).

Trunk #1 contains spell components and raw materials for brewing potions, scribing scrolls, and crafting magic items (assorted liquid compounds, vials, rolled pieces of parchment, tiny jars of ink, quills, odd pieces of metal and leather, and miscellaneous tools). Rummaging through the trunk and making a successful Search check (DC 15) allows one to find a tiny leather bag with a pull-string; it holds *dust of illusion.*

Trunk #2 contains an assortment of incomplete metal constructs, a 2-foot-tall wood-and-glass hourglass half-filled with white sand (worth 50 gp), and five spellbooks:

- Spellbook #1 contains all of the 0-level wizard spells listed in the *Player's Handbook,* all of the 1st-level spells ul Mejid has prepared, and 1d6+3 additional 1st-level spells.
- Spellbook #2 contains all of ul Mejid's prepared 2nd-level spells plus 1d6+1 additional 2nd-level spells.
- Spellbook #3 contains all of ul Mejid's prepared 3rd-level spells plus 1d6 additional 3rd-level spells.
- Spellbook #4 contains all of Ul Mejid's prepared 4th- and 5th-level spells plus 1d4 additional 4th-level spells.
- Spellbook #5 contains all of Lady Illé's prepared spells; the first page, however, is trapped with a *sepia snake sigil.*

Treasure #2: Each PC who searches the contents of the workshop finds one of the following items with a successful Search check (DC 20): *potion of cure light wounds, potion of hiding, potion of invisibility,* two scrolls (*reduce* and *tongues* cast at 10th level), a pair of *goggles of night,* and a *candle of sleep* (a single-use item that releases a 10-foot-radius cloud of smoke when lit, with effects identical to the *sleep* spell cast at 10th level). If the PCs lost the True Cross at Masada, it is here as well, bundled in blood-soaked cloth under a black shroud.

Development: If the PCs take Lady Illé hostage, neither ul Mejid nor ibn Saud will press their attack, fearing that harm might befall the queen. Ul Mejid will do almost anything for Illé's safe return—this includes surrendering the True Cross (assuming he has it). Of course, if the PCs flee Petra with the True Cross and ul Mejid is spared, he tries to stop them as they attempt to leave the city, entrusting ibn Saud with Illé's safety in his absence.

If ul Mejid is slain trying to recover the True Cross, Illé weeps for her lost love while ibn Saud ham-handedly tries to console her and seize the reigns of power.

Dark Ceremony

Ul Mejid's ultimate plan is to destroy the True Cross, harness the energy released by its destruction, and use that energy to open a permanent *gate* to the Abyss atop the Platform of Obelisks (area 47), using the *gate* to assemble an army of fiends, revive his dying city, and conquer the outlying lands.

Although the ceremony can be performed at any time, the True Cross cannot be destroyed by mortal means except on Good Friday (April 13th), when it is temporarily vulnerable. On this day, the True Cross has 30 hp, damage reduction 20/+2, and acid, fire, cold, and electricity resistance 20. It is impervious to damage from holy weapons and spells but suffers double damage from unholy attacks.

Abd ul Mejid, King of Nabatea

Male Tiefling 10th-level Wizard

Strength	9 (–1)	Fort. Save	+2
Dexterity	13 (+1)	Ref. Save	+4
Constitution	9 (–1)	Will Save	+9
Intelligence	18 (+4)	Alignment	NE
Wisdom	14 (+2)	Speed	30 ft.
Charisma	17 (+3)	Size	5 ft. 11 in. tall
Armor Class	11	Base Melee	+4
Hit Points	24	Base Ranged	+6

Skills: Alchemy +12, Bluff +7, Concentration +11, Diplomacy +5, Gather Information +6, Knowledge (arcana) +16, Knowledge (the planes) +15, Listen +6 (includes Alertness feat), Sense Motive +6, Spellcraft +12, Search +6, Spot +7 (includes Alertness feat).

Feats: Alertness, Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Leadership, Scribe Scroll, Spell Focus (Necromancy).

Special Attacks: *Darkness* 1/day (as Sor10).

Special Qualities: Fire, cold, and electricity resistance 5.

Spells (4/5/5/4/4/2): 0—*dancing lights, detect magic, mage hand, read magic;* 1st—*cause fear*, protection from good, magic missile, ray of enfeeblement*, shield;* 2nd—*alter self, flaming sphere, ghoul touch*, protection from arrows, scare*;* 3rd—*dispel magic, lightning bolt, summon monster III, vampiric touch*;* 4th—*charm monster, contagion, minor globe of invulnerability, summon monster IV;* 5th—*contact other plane, lesser planar binding.*

* Spells enhanced by Spell Focus (Necromancy) feat.

Possessions: Tattered and dusty black robe, black *+3 skullcap of resistance* (as *+3 cloak of resistance*), *+2 unholy dagger, sandals of levitation* (as *boots of levitation*), cotton bags containing spell components, six canopic jars swaddled in wool (containing various bodily remains).

Abd ul Mejid is the last of the Petran wizard-kings. Although his ancestors wielded terrific powers and ruled a far-flung domain along the Arabian Sea, he governs only a few hundred pathetic farmers huddled in the ruins of their once great city. A tall, thin man, ul Mejid shows little of the demonic ancestry of his people. His bearing is regal, and he rarely speaks in haste or anger. He habitually wears long robes, tattered by constant travel.

Despite his fallen fortunes, ul Mejid is among the most powerful wizards in the Holy Land. Through *contact other plane* and *lesser planar binding* spells, he has made deals with powerful demons. He has devised a ritual that will allow him to open a *gate* to the Abyss. Ul Mejid forsees a day when his demons "restore" the land and Petra, with ul Mejid as its king, will once more rule supreme.

Ul Mejid is dedicated to his vision of Petran grandeur. His only lingering regret is that his beloved wife, Lady Illé, can never provide an heir. Like far too many of the Petran women, she is barren and unable to conceive. To date, no amount of wizardly magic has been able to change this sad reality. Thus, in his arrogance, he sees himself as the last hope of the Petran people and is determined not to fail.

Ghazi ibn Saud, Petran Captain

Male Tiefling Half-fiend 6th-level Fighter

Strength	22 (+6)	Fort. Save	+6
Dexterity	19 (+4)	Ref. Save	+6
Constitution	12 (+1)	Will Save	+1
Intelligence	14 (+2)	Alignment	NE
Wisdom	9 (–1)	Speed	20 ft.
Charisma	15 (+2)	Size	6 ft. tall
Armor Class	25	Base Melee	+12/+7
Hit Points	50	Base Ranged	+10/+5

Skills: Craft (armorsmithing) +7, Craft (bowmaking) +9, Craft (weaponsmithing) +9, Jump +12 (+7 with armor and shield), Ride +10, Swim +11 (+6 with armor and shield).

Feats: Cleave, Power Attack, Mounted Combat, Weapon Focus (scimitar), Weapon Specialization (scimitar), Toughness.

Special Attacks/Qualities: As the offspring of a tiefling and a glabrezu demon, Ghazi ibn Saud has the following special attacks and qualities:

Special Attacks:

- Spell-like abilities (cast as Sor6): *darkness* 3/day, *desecrate* 1/day, *unholy blight* 1/day.
- Instead of attacking with weapons, Ghazi can make claw and bite attacks: +10/+5 melee (1d4+4, claw), +5/+0 melee (1d6, bite).

Special Qualities:

- Acid, fire, cold, and electricity resistance 20.
- Immune to poison.
- +1 racial bonus to AC (already factored in above).
- Darkvision, 60 feet.

Possessions: *+2 chainmail, +1 large steel shield, +1 keen scimitar, +1 mighty composite shortbow* (+3 Strength) with 10 *+1 arrows,* masterwork spiked gauntlets, long robes, kaffiyeh (headcloth), bronze war mask (demon-faced).

Ibn-Saud is ul Mejid's right hand. His prowess with the blade and bow have earned him the well-deserved reputation as the finest fighter in the ruined city. After watching Ghazi best thirty of his peers in bloody combat, Ul Mejid made him captain of the guard. Every Petran knows Ghazi's dark secret—that he is the offspring of a demon—and many low-ranking Petrans fear his close bloodties to demonkind.

Ghazi wears a fearsome bronze demon mask to conceal his demonic facial features, which are hideous to behold (see the "Variant Rule: Facing Frightful Monsters" sidebar). Not so easy to conceal are the cloven hooves ibn Saud has for feet that keep him from leaving Petra and traveling in the lands of common men.

In battle, ibn Saud has never faced his match. Thus, his greatest tactical weakness might be his overconfidence.

Unknown to ul Mejid, a serpent has crawled into ibn Saud's bosom. For years now, ibn Saud has loved the Lady Illé. Sadly, Illé loves only ul Mejid and ignores the captain's subtle overtures. Thus jealousy works at the heart of the half-fiend, who is torn between his love for Illé and his loyalty to ul Mejid. He believes in his heart that this is a curse cast upon him by his Petran mother, who died giving birth to him. A bitter despair is his only recompense.

The ceremony requires several items in addition to the True Cross itself, specifically the following objects:

- **The three obelisks:** When the True Cross is destroyed atop the Platform of Obelisks (area 47), the obelisks absorb its holy power and transmute it into the raw magical energy needed to open a permanent *gate* to the Abyss.
- **The mummified remains:** To coerce fiends into helping him win back his kingdom, ul Mejid plans to appease them with the mummified hearts and livers of seven sorcerer-kings of Ancient Egypt, which the fiends eagerly devour. (Without the remains to sate their hunger, the fiends would only perform minor, short-term services.)
- **The unholy dagger:** Ul Mejid carries a *+2 unholy dagger* taken from the tomb of one of his ancestors. This vile blade is one of the few weapons capable of damaging the True Cross and the means by which ul Mejid plans to destroy the relic.

Completing the Ceremony

The ceremony itself is mostly "window dressing"—an opportunity for Abd ul Mejid to call upon the blessings of his ancestors and declare a new era of prosperity for his people. This takes about 15 minutes, as ul Mejid revels in the moment.

The destruction of the True Cross is much more straightforward: Unable to touch the holy relic without taking damage, ul Mejid uses his *mage hand* spell to carry the True Cross from the Citadelle (area 48) to the Platform of Obelisks (area 47). Ghazi ibn Saud orders his guards to arrange the urns of mummified remains around the perimeter the platform. As the True Cross begins to bleed, Abd ul Mejid, Illé ar Arain, and Ghazi ibn Saud stand in a triangle amid the obelisks, forming what ul Mejid calls a "dark trinity." The three villains take turns stabbing the relic with ul Mejid's *+2 unholy dagger* until the True Cross finally splits, unleashing its holy power. This holy power is instantly transformed into magical energy by the obelisks, forming the *gate*. The gate takes the shape of a 10-foot-high disk of purple energy with tendrils of black light periodically emerging. A vile stench issues from the portal.

The destruction of the True Cross is accompanied by various dark signs throughout the Holy Lands: earthquakes, freezing rains, meteor showers, the moon turning red as blood, rivers boiling, and so forth. In Petra, the destruction of the True Cross causes thousands of evil apparitions to rise from the tombs, flying madly about the mountaintops and the fallen plazas of the ancient city. (These apparitions, though frightening, are harmless and vanish by morning.)

Creatures (EL see Encounter Level Chart): If the ritual is completed, a permanent *gate* to the Abyss forms over the splintered remnants of the True Cross. Fiends begin to appear at random intervals. Only the most powerful ones are allowed to partake of the mummified remains—ul Mejid and the half-fiend ibn Saud control the weaker fiends by sheer force of will.

One round after the *gate* opens, a quasit emerges and begins flying about. While Illé and Ghazi find its antics mildly amusing, ul Mejid is not impressed and calls out for more powerful aid. After 2 rounds, the quasit flies back through the *gate*.

The quasit is an advanced scout for a nalfeshnee demon named Axtotl. Ul Mejid has spoken to Axtotl with the aid of *contact other plane* spells, and the two are already acquainted. One minute after the quasit disappears, Axtotl steps through the *gate*, demanding tribute. The sight of the horrible fiend causes Lady Illé to faint in ibn Saud's arms. PCs who behold the

demon's emergence into the world might also succumb to fear (see the "Variant Rule: Facing Frightful Monsters" sidebar).

After devouring one sorcerer-king's mummified remains, Axtotl pledges to help ul Mejid restore Petra to its former glory, and a contract is formed. Axtotl calls forth his most loyal servants—a pair of vrocks and a fiendish yrthak—and places a retriever on the Abyssal side of the *gate* to scare off emissaries from rival fiends. (PCs foolish enough to step through the *gate* into the Abyss must face the retriever the instant they appear.)

If the PCs are forced into battle with Axtotl, they are in serious trouble. Their best hope is to stop ul Mejid from creating the *gate* in the first place or destroy the gate as quickly as possible once it's created.

Axtotl, Nalfeshnee: hp 93; see *Monster Manual* 42-46 (demon) for complete statistics.

Vrocks (2): hp 60 each; see *Monster Manual* 41-45 (demon) for complete statistics.

Fiendish Yrthak (1): CR 11; Huge Magical Beast (30-ft. wingspan); HD 12d10+36; hp 102; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft., fly 60 ft. (average); AC 18 (-2 size, +2 Dex, +8 natural); Atk +15 melee (2d8+5, bite), +13 melee (1d6+2/1d6+2, 2 claws); Face 10 ft. × 20 ft.; Reach 10 ft.; SA 60-foot-long sonic lance (+12 ranged touch, 6d6 points of damage), explosion, snatch, smite good 1/day (+12 damage bonus); SQ blindsight, sonic vulnerability, darkvision 60 ft., cold and fire resistance 20, damage reduction 10/+3, SR 24; AL CE; SV Fort +11, Ref +10, Will +5; Str 20, Dex 14, Con 17, Int 7, Wis 13, Cha 11.

Skills: Listen +19, Move Silently +10. *Feats:* Flyby Attack, Improved Initiative, Multiattack.

Quasit (1): hp 13; see *Monster Manual* 41-43 (demon) for complete statistics.

Retriever (1): hp 55; see *Monster Manual* 41-45 (demon) for complete statistics.

Thwarting the Ceremony

If the True Cross has fallen into ul Mejid's hands, the PCs must find a way to keep the Petran wizard-king from performing the ceremony on April 13th. The ceremony cannot be completed if:

- no one is present to perform the ceremony (that is, Abd ul Mejid, Illé ar Arain, and Ghazi ibn Saud are defeated);
- the True Cross is wrested from ul Mejid's grasp and taken back to Bethlehem;
- the True Cross is destroyed outside of the Platform of Obelisks (area **47**) before the ceremony on April 13th;
- ul Mejid is magically coerced into not completing the ceremony (with the aid of a *charm person* or similar spell).
- all three obelisks in area **47** are destroyed;

Destroying the *Gate*

If the PCs are too late to prevent ul Mejid from destroying the True Cross, they can still collapse the *gate* either by casting a successful *dispel magic* (DC 23) or destroying all three obelisks atop the platform (see area **47**).

It's also possible that the PCs, with the help of the Church, can find some holy relic or powerful sorcerer with the ability to destroy the *gate;* this would make an excellent follow-up adventure in your ongoing Crusades campaign.

Feel free to concoct other ways for the PCs to destroy the *gate*. For instance, the *gate* might collapse if someone of pure heart and noble spirit hurls himself through it. Thus, one of the PCs might need to sacrifice himself for the greater glory of

Encounter Level Chart

Summarized below are the Encounter Levels (EL) for all of the encounters in "Mysterious Ways."

Area	Encounter Description	EL
6	Digesters (2)	8
7	Petrans, Tiefling Ftr1/Rgr1/Rog1 (4)	8
12	Hopitaller, Human Ftr3	3
13	Fiendish Hawks (6)	6
19b	Large Centipedes (4)	4
21	Zealots, Human Ghost Com1 (7)	9
23	Hospitallers, Human Ftr3 (4)	9
	Men-at-Arms, Human War1 (5)	
24	Collapsing Floor	1
	Squires, Human Ftr1 (5)	5
26	Yellow Mold	6
27b	Nahain the Hawklord, Tiefling Rgr5	8
	Petrans, Tiefling Ftr2/Sor1 (2)	
27e	Izabeyl, Tiefling Ftr1/Sor2/Mnk4	8
28	Lukaas Solvengson, Human Ftr6	7
	Gus, Human Ftr1	
	Men-at-Arms, Human War1 (2)	1
–	Baron Guifred, Human Ftr8	9
	Willem Keels, Human Ftr1	
–	Clystro, Tiefling Rog1/Clr4	6
–	Hospitallers, Human Ftr3 (3)	7
	Squires, Human Ftr1 (3)	
–	Jezebel, Succubus	9
30	Moabite Soldiers, Human War1 (6)	3
31	Moabite Bashar, Human War3 (1)	3
	Moabite Soldiers, Human War1 (3)	
	Daruf Axestorm, Dwarf Ftr7	7
34	Petrans, Tiefling Ftr1/Rgr1/Rog1 (2)	5
	Abu Shakira, Human Rog2	2
35	Kairouz, Human Exp3	2
37	Mekrisi, Tiefling Rog1/Wiz3	9
	Mekrisi's Snake Familiar	
	Petrans, Tiefling Rog1/Ftr1 (3)	
	Charmed Gargoyles (2)	
38	Shadows (4)	7
39	Petrans, Tiefling Rog1/Ftr1 (2)	7
	Petrans, Non-classed Tieflings (10)	
41	*Charmed* Gargoyles (2)	6
48	Petran, Tiefling Ftr3 (1)	3
48b	Petrans, Tiefling Ftr3 (4)	7
48d	Orphia, Tiefling Wiz2	3
	Orphia's Cat Familiar	
48e	Illé ar Arain, Tiefling Rog2/Wiz2	5
	Fire Trap	2
48g	Abd ul Mejid, Tiefling Wiz10	11
	Ghazi ibn Saud, Half-fiend Ftr5	+4
	Illé ar Arain, Tiefling Rog2/Wiz2	+1
–	Quasit (1)	3
–	Axtotl, Nalfeshnee	16+
	Vrocks (2)	
	Fiendish Yrthak (1)	
–	Retriever (1)	10

God and the future of the world. Or perhaps not all of the power of the True Cross was unleashed during the ceremony, and only by throwing the remnants of the True Cross through the void can it be forever sealed.

Invoking a Proper Climax

If the PCs successfully obtained the True Cross at Masada and returned it safely to Bethlehem, ul Mejid cannot complete the ceremony, and the threat of the *gate* is nullified. As the DM, you have the option of forcing the climax so that the PCs must stop ul Mejid from completing the dark ritual despite their success at Masada.

Perhaps a traitor in the Church—someone allied with Baron Guifred—manages to steal the True Cross after the PCs deliver it to Bethlehem, or maybe Jezebel the succubus successfully *charms* Cardinal Fortuna into relinquishing the True Cross, allowing her to deliver it into ul Mejid's waiting arms. Ω

Thomas Harlan lives in Tucson, Arizona. He writes fantasy and SF novels (The Storm of Heaven *is next, scheduled for June 2001 release), runs a Sunday night 3rd-Edition D&D campaign set in Crusades, and spends far too much time on his historical PBEM, "Lords of the Earth."*

If you enjoyed this adventure, check out Thomas Harlan's short story set during the Crusades, appearing in the June issue of DRAGON Magazine *(Issue #284).*

Encounter Level Chart

Summarized below are the Encounter Levels (EL) for all of the encounters in "Stormdancers":

Area	Encounter Description	EL
—	Humphgrough, Pine Treant	8
*	Gust of Wind	1
*	Flying Tree Limb	1
*	Medium-Size Air Elemental (1)	3
*	Grimlocks (3)	3
*	Assassin Vine (1)	3
A	Hypnotic Howls	3
	Small Air Elementals (4)	4
B	Slippery Glass Bridge	2
	Fridgit, Ice Mephit	3
C	Glazor, Ice Mephit	3
D5	Magnetized Spiked Iron Grill	3
D6	Animated Iron Chains (4)	5
D7	Chilled Iron Door	1/2
	Lumboko, Magmin	3
D8	*Permanent Wall of Fire*	3
D9	Shocking Lever	1
E	Sushalaw, Greater Air Elemental	9

* Indicates a random encounter not keyed to any particular location.

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BONUS SECTION!

Adventure Design Tips

An Appendix for D&D Adventure Writers

by Wizards of the Coast, Inc.

artwork by Wayne Reynolds

This appendix is meant to assist authors who wish to submit their adventures for publication in DUNGEON Magazine. *Similar guidelines are also used by Wizards of the Coast designers and editors for all core D&D adventure products.*

Before submitting an adventure to the magazine, please review our submission guidelines. For a copy of our submission guidelines, send a self-addressed stamped envelope (SASE) to: DUNGEON Magazine *Submission Guidelines, 1801 Lind Avenue S.W., Renton, WA 98055. You can also download the guidelines from our web page at* **‹www.wizards.com/dungeon/welcome.asp›**. *We also encourage you to review the chapters on designing adventures in the* DUNGEON MASTER's Guide. *This book is invaluable and covers in depth many of topics mentioned only briefly here.*

The modules in *DUNGEON Magazine* vary from brief encounters to full-length adventures (1,500 to 15,000 words). Before setting out to write an adventure, please review the chapters on designing adventures in the *DUNGEON MASTER's Guide*. This core rulebook is invaluable and covers in depth many of the topics mentioned only briefly here.

Elements of an Adventure (Revised)

An adventure contains the following elements, preferably in the given order:

Introduction (Mandatory)

This section immediately follows the adventure title and consists of a paragraph or two detailing the class composition and general level for which the adventure is designed. Some designs might allow for flexibility in PC levels. If this section gives instructions on using the adventure for more than four player characters (PCs), or for PCs who are not of the suggested character level, remind the DM that changing the number or difficulty of encounters also affects the total number of experience points (XP) available to the party as well as the amount of treasure awarded.

Note that all adventures should be designed and playtested for four characters of similar level.

Example:
"Mystery at Darkhorn Hill" is a D&D® adventure suitable for a party of four 4th-level player characters (PCs). PCs should advance to 5th level before the finale. Consult the "Scaling the Adventure" sidebar if you wish to run the adventure with a larger, smaller, higher level, or lower level party of adventurers.

Preparation (Optional)

This section provides general instructions to the DM for running the adventure, including what books he needs to run the adventure (in most cases, this is just the core books), the meaning of shaded text, boxed text, sidebars, and normal text, as well as any other special instructions. This section calls out any abbreviations that the text uses on a regular basis.

Example:
You, the Dungeon Master (DM), need a copy of the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual* to use this adventure.

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase when appropriate. Unshaded boxes contain important information for you, including special instructions.

Adventure Background (Mandatory)

Provide the DM with a clear, brief summary of events leading up to the adventure, including any pertinent historical details and villainous machinations.

Adventure Synopsis (Mandatory)

Provide a clear, concise summary of the adventure for the DM, including a "road map" or timeline that tells the DM how the adventure should play out. Outline surprises and plot twists here, not during the course of the adventure. Optionally, this section might also include a brief description of the adventuring environment, as well as special rules, adventure hooks, and other suggestions to "get the ball rolling."

For the Players or Character Hooks (Mandatory)

Help DMs lead the PCs into the actual adventure. Include two or more potential avenues for injecting PCs into the module.

At least one motive should be common, such as hunting for treasure or fighting evil creatures for pay. Other motives can exploit alignment, class, race, and society. For instance, "A dwarf in the party is the distant relative of the long-lost dwarven smith believed to have died in the mountain hundreds of years ago. Now that he has proved himself capable, his family expects him to find the smith's body and ensure that he is buried properly. The clan leader will distribute gifts to those who participate (a magic or special item worth about 1,000 gp), and the dwarf in question may even be able to earn a well-placed marriage thanks to this deed." Even if no DM ever uses the more specific alternative motives, they still serve the purpose of showing DMs how to use character and world details to create plot hooks.

This section can also contain rumors, background information for players, and related information. Other potential elements include statistics for the nearest town (formatted to follow the *Dungeon Master's Guide* convention for cities), time of year, and other relevant bits.

If you're going to have information and rumors, include information that a bard might know thanks to bardic knowledge; rumors that characters can gain by using the Gather Information skill; things that characters may know based on Knowledge checks; and (at higher levels) knowledge that spellcasters might gain through straightforward divinations.

Dungeon Features (Mandatory)

Some dungeons have features that are common throughout. For instance, how high are the ceilings? How are rooms illuminated? What types of doors are prevalent? (This includes such information as thickness of doors and material doors are composed of, which has rule-specific implications for hit points and hardness.) What about wandering creatures? Rather than repeat this information throughout the adventure, keep the information in one section.

Encounters (Mandatory)

The adventure itself consists of a series of planned encounters keyed to a map or timeline. Each encounter can include any or all of the following sections: read-aloud text, general description, **Creature(s)**, **Tactics**, **Trap(s)**, **Treasure**, **Development**, and **Ad Hoc XP Adjustment**. Do not include sections that are unnecessary for the encounter. For instance, an area devoid of traps does not require a **Trap** section.

Every encounter should be rated with an Encounter Level (EL), allowing the DM to quickly access the possible threat to his or her PCs. For instructions on how to properly calculate EL, see the *Dungeon Master's Guide*.

> **Note:**
> Refer to the *Dungeon Master's Guide*, Chapter 4, for information on how to calculate Challenge Ratings and Encounter Levels for a mixed group of creatures or creatures of varying levels.

Read-Aloud Text (Optional)

Set off in a shaded box, this section generally precedes the other entries of an encounter, though text may precede it if important to the encounter. The read-aloud text (otherwise known as boxed text) should be read aloud to the players at an opportune time. It also provides the DM with a description of items in the room. Read-aloud text provides a bare-bones description of the encounter area; it does not make any reference to the viewer. Avoid phrases such as "you see," "as you enter the room," or other phrases that assume any action whatsoever on the players' parts. Read-aloud text never forces actions on players.

General Description (Mandatory)

This section provides the DM with information on interesting features, NPCs, traps, and other specifics of the encounter that play off the read-aloud text. This information immediately follows the read-aloud text and is not set off in any special way. Simple encounters can get by with just the general description. However, a particularly complex encounter might require more structure.

Creature(s) (Optional)

Any creature the PCs might encounter is described here. This section provides a physical description of the creature or NPC, as well as general motivations and some background.

Include the creature's abbreviated statistics. See the adventures in this issue for the proper way to format creature statistics. For creatures taken directly from the *Monster Manual*, use an abbreviated stat block listing the number of creatures appearing, hit points, and special equipment, as well as a *Monster Manual* page number for easy reference. Typically, creatures' hit points are average. Full statistics should be provided for creature variants (that is, modified versions of those creatures appearing in the *Monster Manual)* and key NPCs.

Note:
Creatures that pose a threat to the PCs have a Challenge Rating. The rules for determining CRs for NPCs are in the *Dungeon Master's Guide*; monster CRs are in the *Monster Manual*.

Tactics (Optional)

If the actions or tactics of the NPCs or monsters are too complex to handily fit into the general description, they can be described in this section.

Trap(s) (Optional)

Describe in detail any traps (magic or mundane) that PCs might trigger in the encounter. Remember: Dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less. Anyone can take 20 on a search for traps.

Treasure (Optional)

Any treasure that the PCs can find during the encounter is described here, above and beyond possessions noted in the monster statistics, if any.

The total treasure for an adventure of a given level should reflect the information in the *Dungeon Master's Guide* beginning on page 170. Consult Tables 7-2 to 7-4 when building a treasure for your adventure encounters!

Avoid petty treasures, such as "3d6 sp" and other pocket change. First, treasures have gotten bigger, on average, and these small treasures don't add up the way they used to. Second, teaching players to worry about treasure that small encourages them to loot bodies for weapons, shields, armor, and so forth (and slows down the game). Third, keeping track of petty treasures just isn't worth the trouble. Give individual monsters worthwhile treasures or nothing.

Development (Optional)

Sometimes the PCs' actions can have unusual ramifications or affect later encounters. These changes and developments should be described here.

Ad Hoc XP Adjustment (Optional)

As per page 167 of the *Dungeon Master's Guide*, certain encounters can place the monstrous adversaries in a tactical advantage. In extreme cases, you may judge that the player characters deserve extra XP for overcoming a situation stacked against them. On the other hand, some monster encounters may place the monsters at a marked disadvantage, in which case the PCs may deserve fewer XP than the CR otherwise indicates. Use this subhead in your encounter to note the XP adjustment for the encounter, and a brief reason for the adjustment.

Concluding the Adventure (Mandatory)

Describing the possible consequences resulting from the adventure's success or failure, including rewards, punishments, and spin-off adventures for later gaming sessions. Some of the consequences should be roleplayed out to provide a sense of closure. If the PCs succeeded at their task, the DM should have the tools necessary to help the players feel that they have accomplished something. It never hurts to provide read-aloud text to get the ending scene started.

Appendix (Optional)

Place the appendix at the end of your manuscript. It might encapsulate any of the following: random encounter tables, rumor tables, new magic item descriptions, new spell descriptions, monster statistics, and new monster descriptions.

Breaking the Format

Sometimes, unique encounters do not fit well into the standard encounter format. Particularly complicated encounters may be

more confused if shoe-horned into the standard format. In such cases, breaking the format is acceptable.

Don't break the standard adventure encounter format if your encounter works just as well in the standard format. The standard format is the rule, breaking the format the exception.

Skill Checks

When a situation in an adventure calls for a skill check of some sort, designers have two options for presenting the check. Designers can list the skill check in the running text and present a parenthetical with the DC number, or they can describe the situation and then list the skill check and DC number in the parenthetical.

Example: Player characters who want to enter the chamber must make a Climb check (DC 25) to get down the wall.

Example: Player characters who want to climb down into the chamber face quite a challenge (Climb check DC 25).

Remember that characters can usually retry skill checks (and usually take 20) or take 10. If the use of a skill is not routine, let the DM know whether a retry is allowed and what it entails. Generally, set DCs for tasks that characters can retry at 5 to 10 points higher than DCs for tasks that PCs can't retry.

Creature and NPC Statistics

When creatures and NPCs are described under **Creatures**, the entry should contain abbreviated statistics (a "stat block") indicating creature name, number appearing, hit points, and special equipment. Abbreviated statistics can include a few minor changes (such as an orc that is wearing plate armor and thus has a lower speed and a higher AC), but if the creature is changed significantly, it's a *Monster Manual* variant and should be given full statistics.

A creature variant starts out as a *Monster Manual* entry but has been changed. This category of creature also includes creatures built using templates. If you create an ogre with four levels of barbarian, or a lich, or a half-dragon, you'll need to provide complete statistics.

Example:

Gargoyle, Advanced: CR 10; Large Magical Beast (Earth) (8 ft. tall); HD 12d10+72; hp 165; Init +1; Spd 45 ft., fly 75 ft. (average); AC 16 (+1 Dex, -1 size, +6 natural); Atk +16 melee (1d4+5, 2 claws), +14 melee (1d6+5, bite), +14 melee (1d6+5, gore); SQ Damage reduction 5/+1, freeze; AL CE; SV Fort +14, Ref +9, Will +6; Str 19, Dex 14, Con 22, Int 6, Wis 11, Cha 7.

Skills: Hide +13 (+21 in a background of worked stone), Listen +8, Spot +4. *Feats:* Multiattack, Power Attack, Weapon Focus (claw, bite, gore).

SQ–Freeze (Ex): When the gargoyle is standing still, an observer must make a successful Spot check (DC 20) to notice it is really alive.

New Creatures

In general, if you create a new creature, you don't need a stat block. What you do need is a full *Monster Manual* entry, presented in *Monster Manual* format. You also need an abbreviated stat block in the encounter referring the DM to the "New Creatures" sidebar where the creature is fully described.

Statistics for NPCs

Non-player characters (NPCs) who are expected to fight the PCs or fight alongside them require full statistics, just like *Monster Manual* variants.

Conversely, if you need a 5th-level cleric to provide healing (but he's not going out on adventures) or even an 18th-level wizard to cast *wish* (but you don't expect she'll be doing much else during the adventure), or even three 5th-level warriors to back up an NPC in a tense situation, you don't need to provide full statistics for them; instead, use the tables in Chapter 2 of the Dungeon Master's Guide to determine the basic statistics for these NPCs (and then note relevant changes or differences in an abbreviated stat block). Somewhere in the adventure (probably the introduction), you'll have to inform the DM that the stats on these NPCs might be needed (if the PCs go out recruiting or unexpectedly *charm* the cleric and talk him into accompanying them) and that these NPCs conform to the information from in the *Dungeon Master's Guide* tables, with changes as noted in the adventure text.

Cardboard NPCs

The cooper is a 5th-level expert. The captain of the town guard is a 5th-level warrior. The tavernkeeper is a 1st-level commoner/2nd-level expert. These are NPCs who you don't want to function outside the background of the adventure and don't require extensive statistics.

When a commoner or other unimportant NPC is noted but is not in any way vital to the adventure, a short stat block can be used in running text or broken out into its own paragraph, if desired. This short stat block provides gender, creature kind, class, and any relevant skills or feats bearing on the encounter.

Example:
If the PCs cause a ruckus in the street, they are confronted by three members of the local militia (male human War1).

Spell Listings

Three different formats exist for listing spells, depending on the spellcasting class of the NPC (or creature).

The available number of spells prepared (for clerics, druids, paladins, rangers, and wizards) or slots available (for bards and sorcerers) should be summarized in order from lowest to highest within parentheses.

Following this summary of numbers, provide the base DC for saving throws against the NPC's spells, in the form "base DC = # + spell level" where "#" is equal to 10 + the relevant ability modifier. (This is a new feature that will be incorporated into future *Dungeon Magazine* adventures.) If an NPC has the Spell Focus feat (which changes the base spell save DC for certain spells), mark each affected spell with a dagger (†) and include a note at the end of the list of spells on a separate line; see Example #3 below. Do not use a dagger to designate a spell if no saving throw is allowed against that spell.

The spells themselves are listed in alphabetical order by level. When a caster prepares a spell more than once, indicate this with a number in parentheses immediately following the spell in question.

Bards and sorcerers can cast more spells than they know. Their spell lists should include all of the spells they know (at each level) and the number of spells they can cast per day:

Example #1:
Here's a sample spell list for a 5th-level sorcerer with a +3 Charisma bonus. The initial numbers in parentheses indicate the number of spells the sorcerer can cast per day from any spells she knows of that level.

Spells Known (7/7/5; base DC = 13 + spell level): 0—*dancing lights, detect magic, flare, mage hand, mending, read magic;* 1st—*charm person, magic missile, sleep, summon monster I;* 2nd—*levitate, summon swarm.*

A wizard who specializes in a school of magic can prepare one additional spell (of the school selected as a specialty) per spell level the character is capable of casting (including 0 level). In a list of spells prepared and in a spellbook list, if one is present, spells of the school of specialization are marked with an asterisk. (If the end user decides to change the spell list of a specialist wizard, at least one of the spells prepared per spell level must be from the character's school of specialty.) A note about specialization and prohibited school(s) follows the spells prepared list (or the spellbook list, if one is present).

Example #2:
Here's a spell list for a 5th-level evoker (Evocation specialist) with a +4 Intelligence bonus:

Spells Prepared (5/5/4/3; base DC = 14 + spell level): 0—*dancing lights*, daze* (×2), *detect magic, flare*;* 1st—*mage armor, magic missile*, sleep, summon monster I* (×2); 2nd—*daylight*, invisibility* (×2), *summon swarm;* 3rd—*fireball** (×2), *stinking cloud.*

Spellbook: 0—*dancing lights*, daze, detect magic, flare*, light*, read magic;* 1st—*comprehend languages, mage armor, magic missile*, sleep, summon monster I;* 2nd—*arcane lock, daylight*, invisibility, summon swarm;* 3rd—*fireball*, stinking cloud.*

*These spells belong to the school of Evocation, which is this character's specialty. *Prohibited school:* Transmutation.

Clerics have two domains and must choose one domain spell for each level of spell the character is capable of casting (except 0 level). However, the stat block should also reflect the domain spells, domains, and granted powers. In the spell list, each domain spell is marked with an asterisk. (If the end user decides to change the spell list of a cleric, one and only one of the spells prepared per spell level must be from one or the other of the character's domains.)

Example #3:
Identify a cleric's domains and include a short description (in parentheses) of each domain's granted power. Here's a spell list for a cleric with a +4 Wisdom bonus and the Spell Focus (Abjuration) feat.

Spells Prepared (5/4+1/4+1/3+1; base DC = 14 + spell level): 0—*light* (×2), *read magic, resistance†, virtue;* 1st—*bless, command, endure elements, invisibility to undead†, obscuring mist*;* 2nd—*aid*, endurance* (×2), *sound burst* (×2); 3rd—*dispel magic, protection from elements*, searing light, summon monster II.*

†Domain spell. *Domains:* Air (turn earth/rebuke air), Luck (reroll any dice roll 1/day).

*Because of the Spell Focus (Abjuration) feat, the base DC for saves against these spells is 16 + spell level.

Multiclass Spellcasters

For a cleric/wizard, bard/sorcerer, or any other character who has levels in more than one spellcasting class, generate separate spell lists for each class and change the header accordingly so it reads "Cleric Spells Prepared" or "Sorcerer Spells Known" or whatever. Present these separate spell lists in alphabetical order by class (bard, cleric, druid, paladin, ranger, sorcerer, wizard).

Writing in the Present Tense

Write in the present tense. Wherever possible, avoid using the future tense "will" to describe NPC or monster actions. For example, do not say "If the player characters open the door, the golem will attack." Instead say, "If the player characters open the door, the golem attacks."

Quick Design Tips

Before setting out to write an adventure, familiarize yourself with the rules and game setting.

Situations in your adventure that add to established game rules should be handled carefully. Do not alter game rules. Other alterations, such as new monsters and treasures, are permissible but should not be overused. You may also add new material that expands on the rules, such as optional combat rules or details on adventuring in unusual environments.

A good adventure includes encounters that challenge both the players and the characters. Furthermore, the adventure should test the various classes and skills in the party so that no player feels excluded or superfluous. An adventure that contains nothing but combat encounters is not as interesting or well balanced as one that combines combat encounters, traps, puzzles, and roleplaying opportunities.

Consider ways to surprise players with each encounter: cunning ways to use monsters and traps, clever methods to conceal treasure, and so forth. When devising encounters, consider giving PCs multiple ways to succeed. Not all encounters can be won with swords and *fireball* spells, not every creature fights to the death, and not every trap or puzzle has but one solution.

See the *Dungeon Magazine* submission guidelines for more information on what makes a good adventure.

Playtesting Your Adventure

As the designer, you are responsible for accurately assessing the difficulty of each encounter in your adventure. Doing so requires that you or someone else playtest the adventure with a group of four average or "typical" characters. Playtesting helps determine whether the adventure is too easy, too hard, or just right for four average PCs of the specified level.

All published D&D adventures should be balanced for four PCs of the same level. Players can create their characters using the character generation rules in the *Player's Handbook*. Use Table 5-1 in the *Dungeon Master's Guide* to determine how much wealth (including standard equipment and magic items), in gold pieces, each character possesses. For instance, a module designed for 7th-level PCs should be playtested with four 7th-level characters, each possessing no more than 19,000 gp worth of equipment and magic items.

Showing Your Work

To aid the editor, please show your work where multiple calculations are involved.

Specifically, you should show your work when creating the gold piece cost for new magic items. You should also show the work for any DC whose total contains non-obvious adjustments. For instance, if a given Spot DC contains a circumstance adjustment in addition to the hiding creature's Hide check, the calculation should be shown (otherwise, how would the editor know?). When you show your work, you should do so within double brackets, which allows the editor to quickly find, check your math, and then delete the element.

Show your work when computing the AC modifiers of a new creature or NPC in a stat block or when computing skill modifiers.

Example:

Jakasta the Sly, Female Human Rog2: CR 2; Medium-Size Humanoid (5 ft. 2 in. tall); HD 2d6+7 (includes Toughness feat); hp 16; Init +3 (Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor); Atk +2 melee (1d4+1/19-20, *+1 dagger*); or +4 ranged (1d6/×3, shortbow); SA Sneak attack +1d6; SQ Evasion; SV Fort +2, Ref +8 (includes Lightning Reflexes feat), Will -1; AL NG; Str 10, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Skills ((50 ranks*)): Climb +4 ((4, +0 Str)), Disable Device +8 ((5, +3 Dex)), Escape Artist +8 ((5, +3 Dex)), Hide +8 ((5, +3 Dex)), Jump +2 ((2, +0 Str)), Listen +3 ((4, -1 Wis)), Move Silently +8 ((5, +3 Dex)), Open Lock +8 ((5, +3 Dex)), Pick Pocket +6 ((3, +3 Dex)), Search +5 ((4, +1 Int)), Spot +2 ((3, -1 Wis)), Tumble +8 ((5, +3 Dex)). *Feats:* Lightning Reflexes, Toughness.

Possessions: Leather armor, *+1 dagger*, shortbow, 9 arrows, pouch containing 40 sp.

((*Jakasta gets +4 skill ranks at 1st level and +1 skill rank at 2nd level for being human. Her total skill ranks includes the +1 bonus/level for having 12 Intelligence. As a 2nd-level rogue, she cannot have more than 5 ranks in any class skill.))

There might be other occasions that require you to show your work; use your discretion. Only you know what sort of calculation went into a particular creation—if you'd rather demonstrate to the editor that your choice was not based on simple fancy, then showing your work is a good idea.

On the next page is a sample spreadsheet for "Rana Mor," created by Rich Baker to help him ascertain whether his adventure included enough encounters to raise the PCs' level and the amount of treasure included was appropriate (as specified on page 170 of the *Dungeon Master's Guide*).

Area	Creature	No.	CR	Total XP	EL	Encounter Difficulty	Treasure	GP Value	Standard GP	Difference
B	War2	4	1	1,200 xp	5	Easy if handled properly	*+1 scimitar* (2,315 gp), mighty bow (300 gp), *potion of cure moderate wounds* (300 gp), *potion of vision* (150 gp)	3,065 gp	1,600 gp	+1,465 gp
	Rgr2/Clr2	1	4	900 xp						
C	Chuul	1	7	2,700 xp	7	Very difficult	Gems (1,920 gp), *potion of Wisdom* (300 gp), *wand of detect secret doors* (750 gp), *golembane scarab* (2,500 gp)	5,470 gp	2,600 gp	+2,870 gp
D	Giant Leech	6	1	1,800 xp	5	Easy if handled properly	–	0 gp	1,600 gp	-1,600 gp
F	Clr4	1	4	900 xp	8	Very difficult	*+1 studded leather* (1,175 gp), *bead of force* (2,000 gp), *potion of hiding* (300 gp)	11,056 gp	3,400 gp	+7,656 gp
	Sor4	1	4	900 xp			*+1 studded leather* (1,175 gp), *+1 cloak of resistance* (1,000 gp), *potion of fly* (750 gp), *potion of invisibility* (300 gp)			
	Ftr5	1	5	1,200 xp			*+1 breastplate* (1,350 gp), *+1 handaxe* (2,306 gp), mighty bow (400 gp), *potion of cure moderate wounds* (300 gp)			
	War1	8	0.5	1,200 xp			–			
H	Digester	1	6	1,800 xp	6	Challenging	–	0 gp	2,000 gp	-2,000 gp
I	Tendriculos	1	6	1,800 xp	6	Challenging	80 gp, *potion of darkvision* (300 gp), *potion of enlarge* crafted at 5th level (250 gp)	630 gp	2,000 gp	-1,370 gp
4	Giant Constrictor	1	5	1,200 xp	5	Easy if handled properly	2,000 sp (200 gp)	200 gp	1,600 gp	-1,400 gp
6	Huecuva Clr1	1	3	600 xp	3	Easy	ring (200 gp)	200 gp	900 gp	-700 gp
7	–	–	–	–	–	–	masterwork shortsword (310 gp)	310 gp	0 gp	+310 gp
11	Destrachan	1	8	3,600 xp	8	Very difficult	1,300 gp, *Quaal's feather token* (100 gp), gem (200 gp)	1,600 gp	3,400 gp	-1,800 gp
12	Viper	1	0.3	100 xp	1	Easy	–	0 gp	300 gp	-300 gp
15	Trap	1	4	900 xp	4	Easy	Bowl (150 gp)	150 gp	1,200 gp	-1,050 gp
16	Clr5	1	5	1,200 xp	6	Challenging	*+1 banded mail* (1,400 gp), *potion of invisibility* (300 gp), *potion of cure moderate wounds* (300 gp), scroll of *summon monster IV* (700 gp), scroll of *spiritual weapon* (150 gp)	4,550 gp	2,000 gp	+2,550 gp
	Clr2	2	2	900 xp			2 *potions of cure moderate wounds* (600 gp), 2 *potions of bull's strength* (600 gp), 2 gems (1,200 gp)			
18	Clr2	4	2	1,800 xp	5	Easy if handled properly	4 *potions of cure moderate wounds* (1,200 gp), 4 *potions of bull's strength* (1,200 gp), *ring of counterspells* (4,000 gp)	6,400 gp	1,600 gp	+4,800 gp
19	–	–	–	–	–	–	4 non-magical scrolls (200 gp each)	800 gp	0 gp	+800 gp
22	Clr6	1	6	1,800 xp	7	Very difficult	*+1 spiked chain* (2,325 gp), *+1 ring of protection* (2,000 gp), *potion of haste* (750 gp), *potion of cat's grace* (300 gp), *scroll of levitate* (150 gp), gems (520 gp), 80 pp (800 gp)	6,845 gp	2,600 gp	+4,245 gp
	Tiger	1	4	900 xp						
23	Trap	1	2	450 xp	2	Easy	–	0 gp	600 gp	-600 gp
25	Skeleton	12	0.3	1,200 xp	4	Easy	–	0 gp	1,200 gp	-1,200 gp
27	Huecuva	4	2	1,800 xp	6	Challenging	–	0 gp	2,000 gp	-2,000 gp
29	Huecuva Clr1	2	3	1,200 xp	8	Very difficult	*+2 breastplate* (4,350 gp), gems (360 gp), ring (90 gp), 2,200 sp (220 gp)	5,020 gp	3,400 gp	+1,620 gp
	Huecuva Clr5	1	7	2,100 xp						
31	Trap	1	3	600 xp	3	Easy	Scroll of *cure critical wounds* (700 gp), scroll of *neutralize poison* (700 gp), scroll of *break enchantment* (1,125 gp), *wand of searing light* (11,250 gp)	13,775 gp	900 gp	+12,875 gp
32	Water Elemental	1	5	1,500 xp	5	Challenging	–	0 gp	1,600 gp	-1,600 gp
36	Trap	1	4	900 xp	4	Easy	masterwork scimitar (315 gp), smokesticks (120 gp), *wand of cure light wounds* (750 gp)	1,185 gp	1,200 gp	+15 gp
37	Huecuva Mnk4	2	6	3,600 xp	8	Very difficult	altar trappings (130 gp)	130 gp	3,400 gp	-3,270 gp
38	Sangket	1	9	5,400 xp	12	Overpowering	*+1 half-plate* (1,750 gp), *+1 mace of frost* (8,312 gp), *scroll of divine power* (700 gp), *scroll of wind wall* (375 gp), circlet (600 gp), rings (320 gp)	12,057 gp	9,800 gp	+2,257 gp
	Mummies	2	3	1,200 xp						
	TOTALS:			47,250 xp				73,443 gp	48,900 gp	+24,543 gp

Note: "Rana Mor" has been revised, playtested, and edited since this table was first created. Creatures, traps, and treasures have been adjusted or changed based on the table's results and the feedback of the playtest groups.

This adventure was designed for 6th-level PCs. To reach 7th-level, a group of four 6th-level characters needs to earn a total of 24,000 XP (4,000 XP per PC). By the time they reach 7th level, they should have amassed 28,000 gp. Although this adventure seems to have more treasure and XP than the average 6th-level adventure, PCs are not expected to face every encounter in the adventure. It is also likely that the PCs will gain a level before facing the final encounters, which is fine.

Standard GP: The standard treasure award for an encounter of the specified EL (*Dungeon Master's Guide*, page 170).

Difference: Positive values are higher awards than normal; negative values are lower than normal.

MONSTER TOKENS—SET #2

Dungeon

Sometimes it is easier to play out D&D battles using miniatures on a battle mat. If you do not collect miniatures, you can use these tokens to represent monsters. All of the monsters below are from adventures appearing in this issue. To use, cut carefully along the dotted lines. When a monster is slain, flip over the token. Color photocopy this page to make multiple monsters of the same type. **Permission is granted to photocopy these monster tokens for home game use only.**

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Chuul

Digester

Mummy

Skeleton

Tiger

Bronze Statue

Ghost

Huecuva

Shadow

Yrthak

Grimlock

Ice Mephit

Magmin

Ghoul

Destrachan

Baaz Draconian

Assassin Vine

Minotaur

Tiefling

Retriever

Tendriculos

Vrock Demon

Gargoyle

Red Dragon (Large)

Phase Spider

Giant Constrictor Snake

MONSTER TOKENS—SET #2

Credits

Monster Manual Artwork by Brian Despain, Tony DiTerlizzi, Dana Knutson, Monte Moore, Adam Rex, Wayne Reynolds, Richard Sardinha, Brian Snoddy, Mark Tedin, Sam Wood. Art Direction by Dawn Murin. Additional art by Jason A. Engle, Douglas Kovacs, and Marc Sasso.

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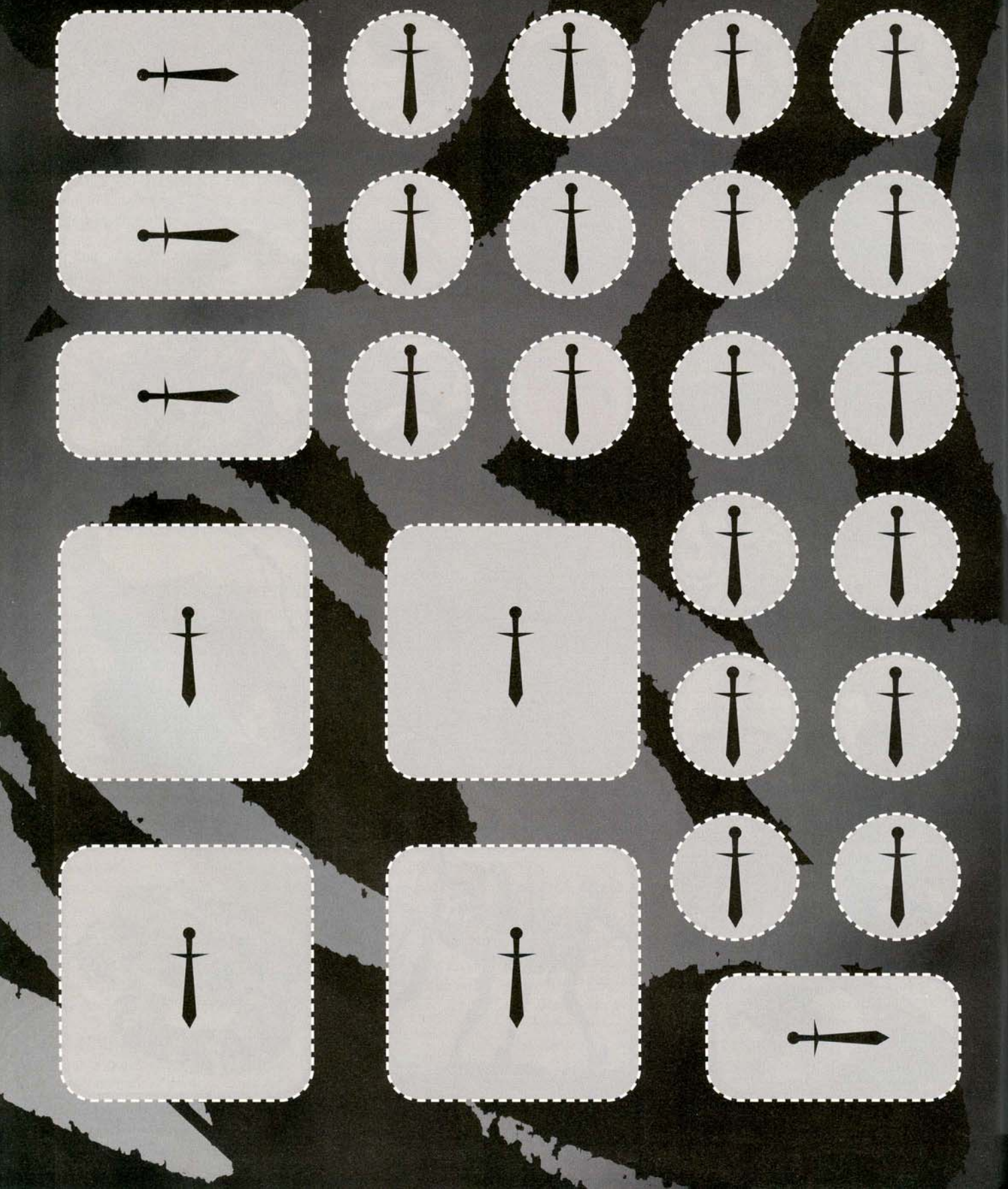


Love the Monster Tokens!

I can't tell you how happy I was to find the monster tokens included with Issue #85!

I bought the *D&D Adventure Game* boxed set specifically for the tokens that came with it. My group has been using them for every combat. I've never been much of a miniature collector, and the tokens are so much better than pawns, coins, dice, or other substitutes. The new tokens are a welcome addition to my collection. I'd love to see more. In particular, it'd be nice to have more numbered tokens of monsters that are often encountered in groups. (I'd like about a dozen kobolds so I could stop having to substitute goblin tokens for them.) Also, more PC tokens would be cool (although that might be more appropriate for *Dragon Magazine*). It'd be nice if PC tokens retained the lighter colored border like the PC tokens that came with the boxed set, to distinguish them from monsters in the heat of battle.

One thing I really like about the tokens that came in the boxed set was that the name of the monster was on the back of the token. This makes picking the right token out of a supply pile a lot easier. (Though it might be just as effective to put the name around the edge on the front of the token.)

One final thought: We typically remove the tokens from the table when a monster is killed. So, if the monster's name isn't on the back of the token, I'd rather have another monster on the back instead of that sword. (And yes, I understand that printing two sides in color would have cost more. Still, I don't mind that army of kobolds I talked about earlier being all grayscale. Save the color for the mind flayers and umber hulks.)

Robert Fisher
via email

Right you are, Jeff! The monsters tokens are a smash hit with readers, and we have several new sets in the works (including Set #2 in this issue). Next issue we're inserting a bonus CD instead of monster tokens, but expect more tokens to appear in Issue #88 and beyond.

Missing Shakespeare

I'm writing to praise you on your especially strong #84, where you've made progressive in several points.

First, the interior artwork has vastly improved, particularly those illustrations accompanying "Dungeon of the Fire Opal." They're "cool" to look at regardless of the story connections, which only makes one want to play the adventure more. I'm in favor of full page artwork before each tale, to "set the stage" before diving in. Certainly keep them in favor of ads, which are already much too burdensome in your mag. If possible, I would round up all the ads either to the rear or front of the magazine, simply because they're so distracting during those frenzied page-flipping moments.

The adventures themselves were interesting. I like adventures that present an unusual or extraordinary site (such as "Demonclaw"). Also, I always appreciate new maps of castles ("The Dying of the Light"). However, the location begins to turn flat when not embedded in an intriguing narrative (such as "Armistice"). Include more country-based modules where the PCs have to recross their steps, where the most efficient way to survive might not always be to kill the enemy but perhaps to give the enemy what he wants—with a twist. Also, try combining city and country storylines, although this might be beyond the scope of a twenty-page adventure.

I might be eccentric and alone on this, but I enjoyed the Shakespeare adaptations a little while back, as well as the linked adventures set in the Mere of Dead Men. Bringing back either every now and then would be appreciated.

Finally, don't be afraid to include black-and-white artwork, despite now being a colorful mag. They can be just as beautiful and inspiring as their counterparts and might relieve the monotony of flash.

Dungeon Magazine is now better than ever!

Tom Creeley
via email

We were so pleased with Jason's illustrations for "Dungeon of the Fire Opal" that we asked him to do the cover and interior art for Tracy Hickman's adventure in this issue. Let us know what you think of his Krynn minotaur on the cover as well as the rest of the art in the issue.

I MIGHT BE ECCENTRIC AND ALONE ON THIS, BUT I ENJOYED THE SHAKESPEARE ADAPTATIONS A LITTLE WHILE BACK.

Amazing Maps

This is the second time I've written to *Dungeon Magazine*. Last time I was writing to applaud the work of Stephen Daniele, and I'll do it this time, too. The cover of Issue #84 shows off his attention to texture and atmosphere. The image virtually leapt off the newsstand. What's more, Mr. Daniele's maps are almost tactile, making the surreal environment of "The Harrowing" more accessible.

Many thanks for the increase in quantity (and quality) of the Maps of Mystery. I really could have used Craig Zipse's fiery Halls of Huhueteotl design a month ago when a friend of mine was "blakeneying" all throughout similar ruins. (Two characters lost to searing magma. Sorry, Seth.)

I'd also like to offer up a vote in favor of the full-page interior "covers." They make the important first impression of an adventure's tone. I prefer these larger illustrations over the smaller ones most often, but having both is best.

Thanks for the great work in the magazine of late. The adventures have been a good mix and show off the new edition pretty well. Keep it up, and I'll add to that subscription list of yours.

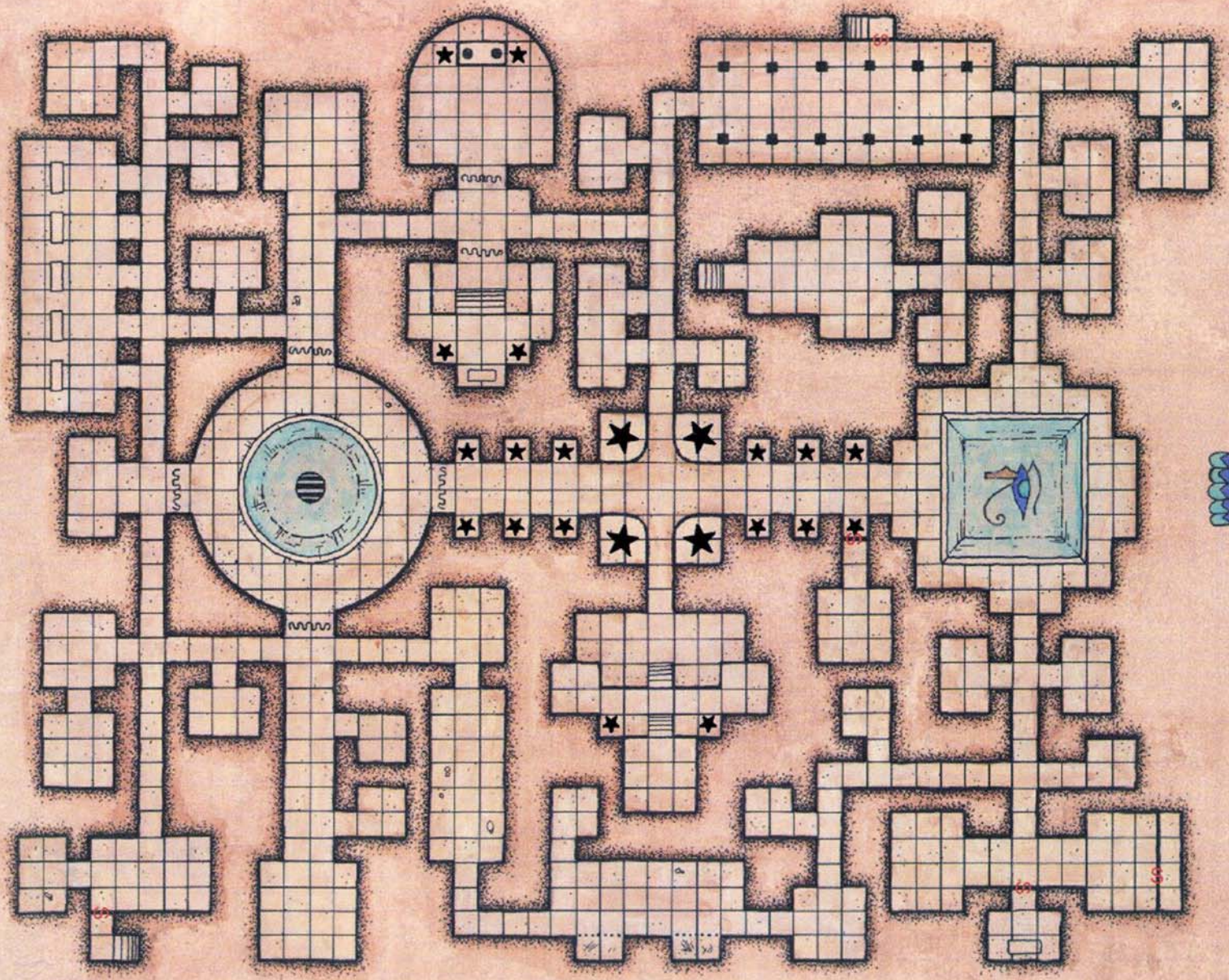
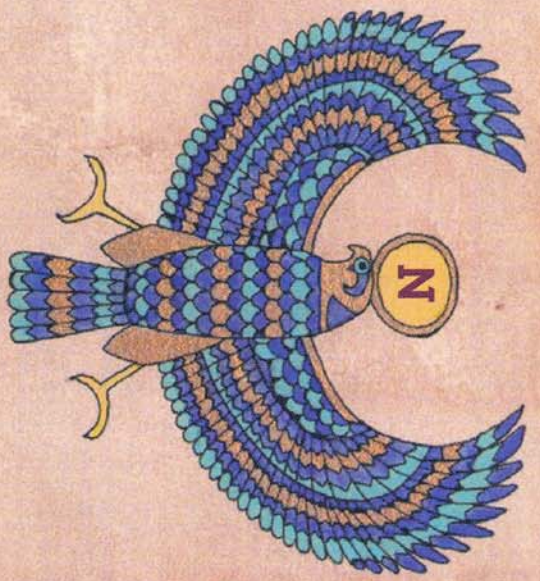
Will Hindmarch
via email

The Humor Curve

Dragon Magazine presents humorous articles every April. Do you guys do the same thing? As much fun as it is to keep sending PCs against thoroughly ingenious dungeons, I find it's always fun to throw them a curve now and again.

Brian Murphy
via email

It's hard to do an "April Fools" issue because we're bi-monthly, but we agree that humorous adventures can be fun once in a while. We have a light-hearted adventure illustrated by Aaron Williams appearing in an upcoming issue. The module features goblins, a deranged ranger, and lots of snails. Ω

by Craig Zipse

MAP OF MYSTERY